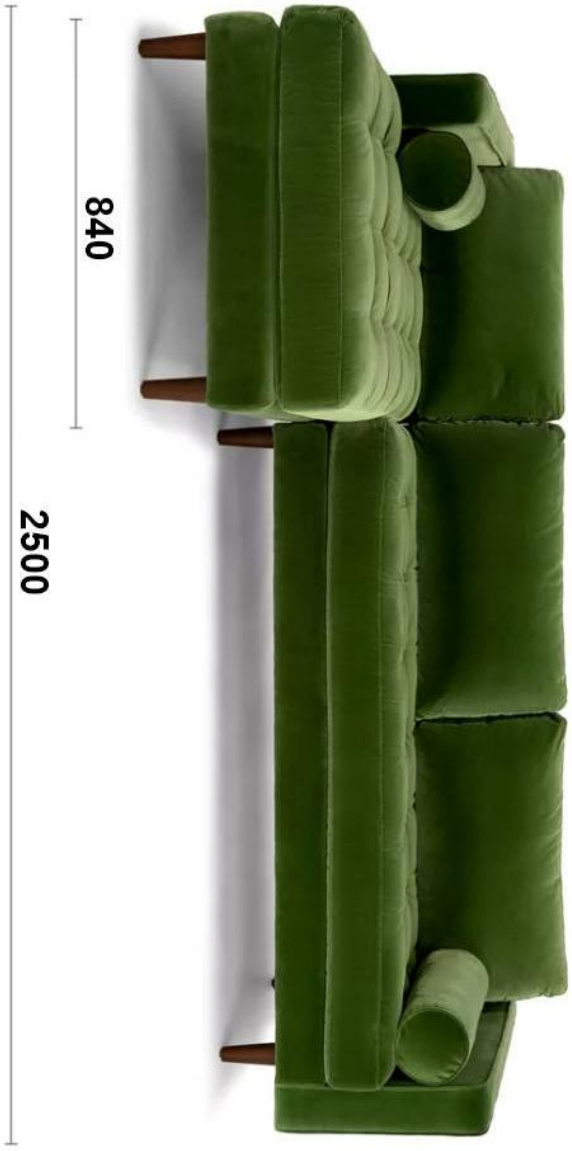
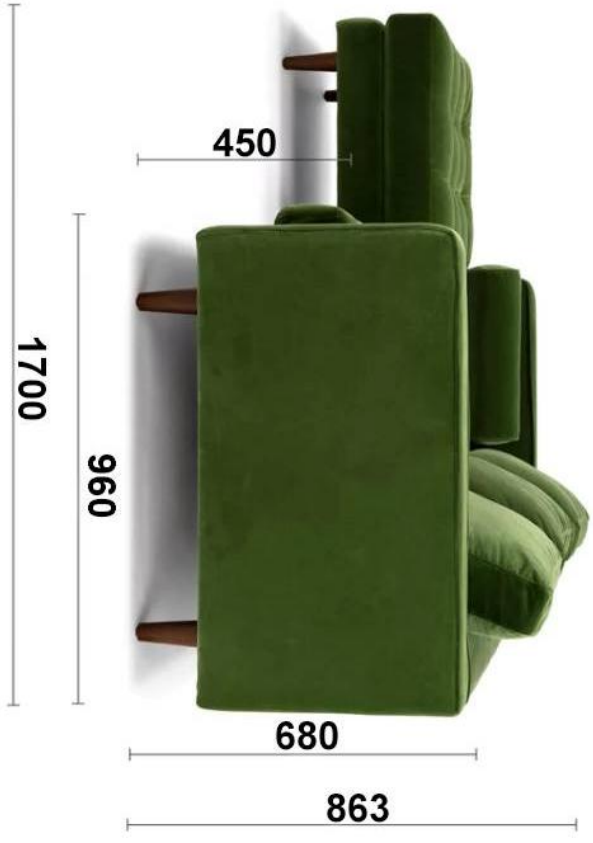
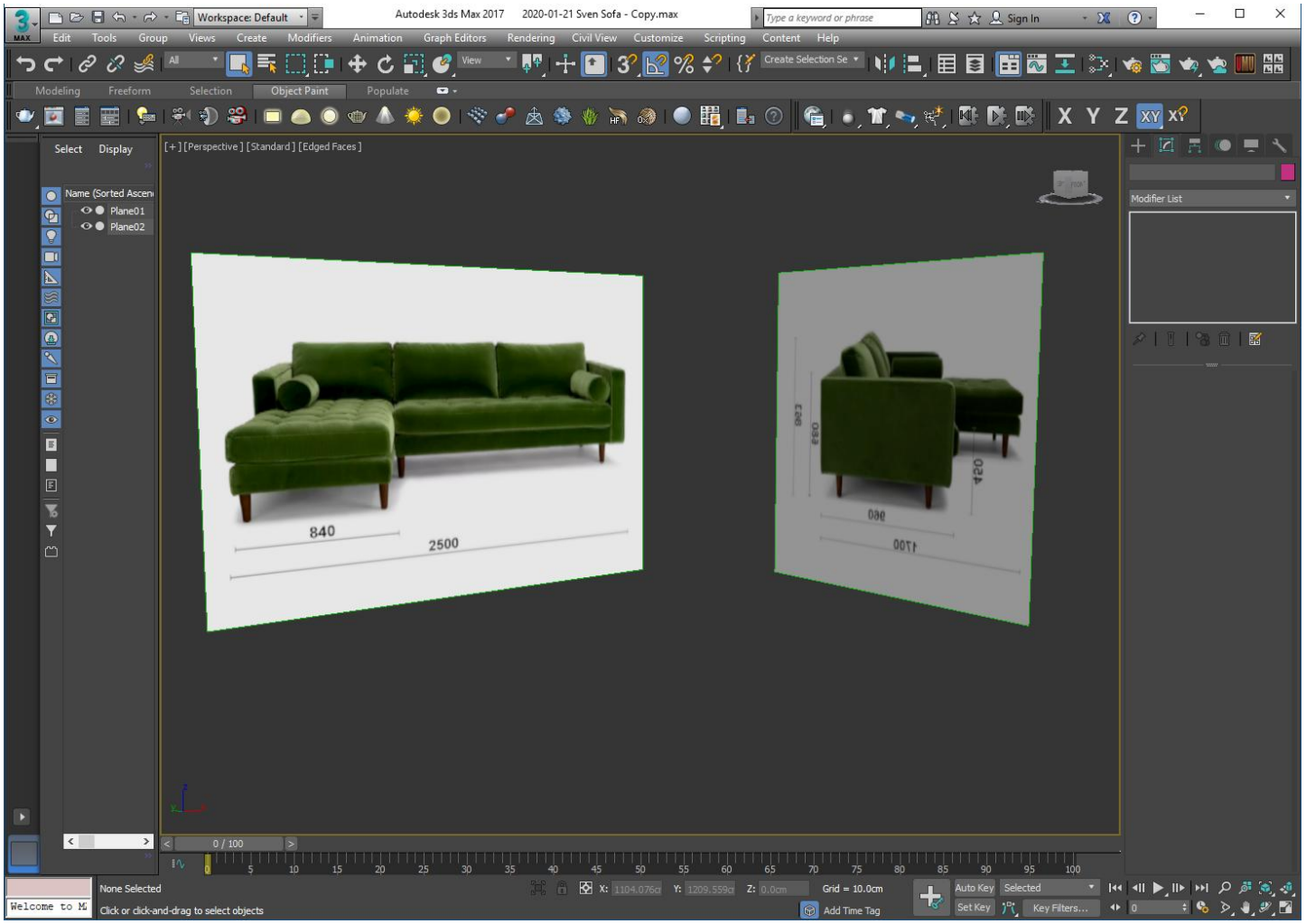
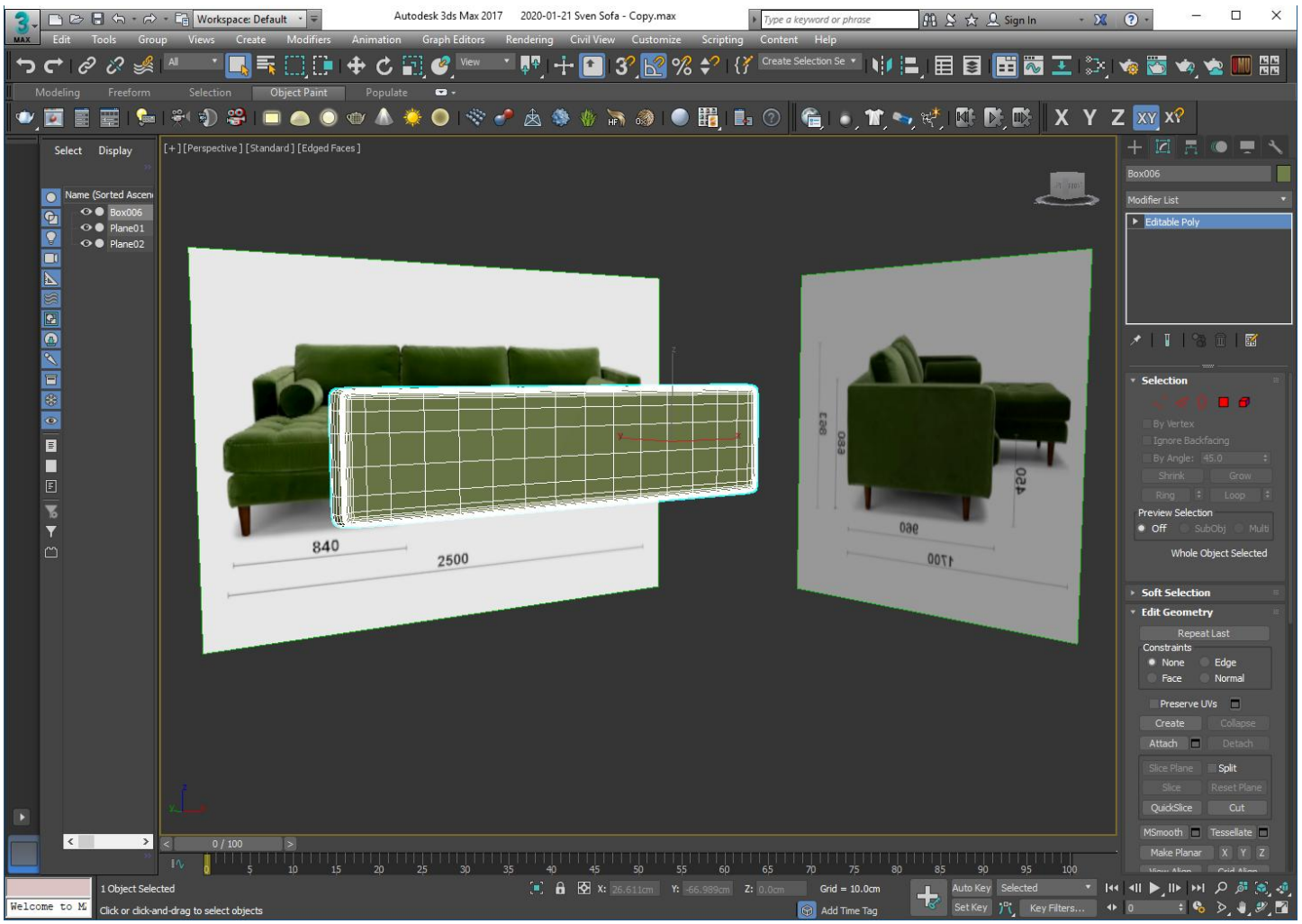
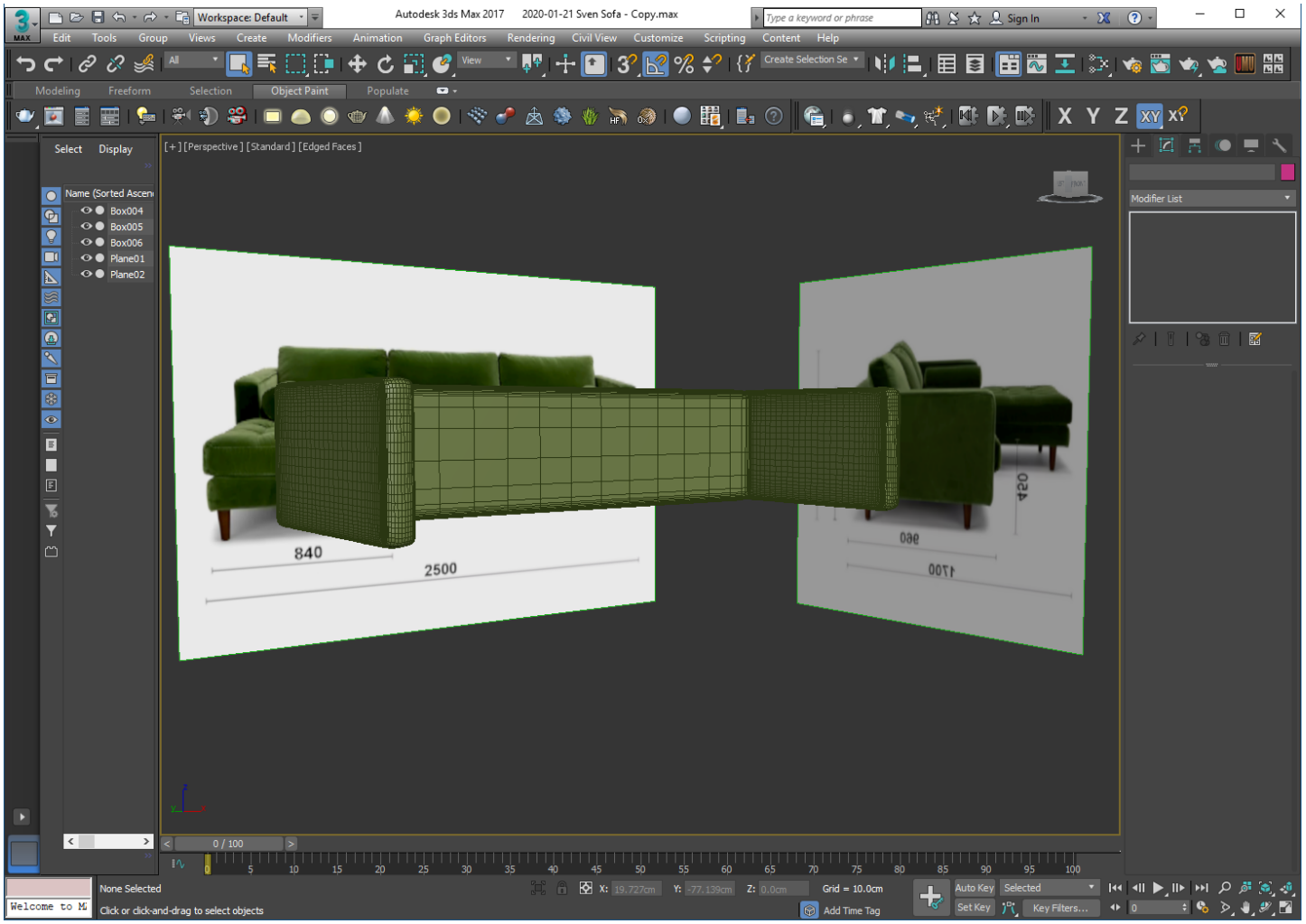
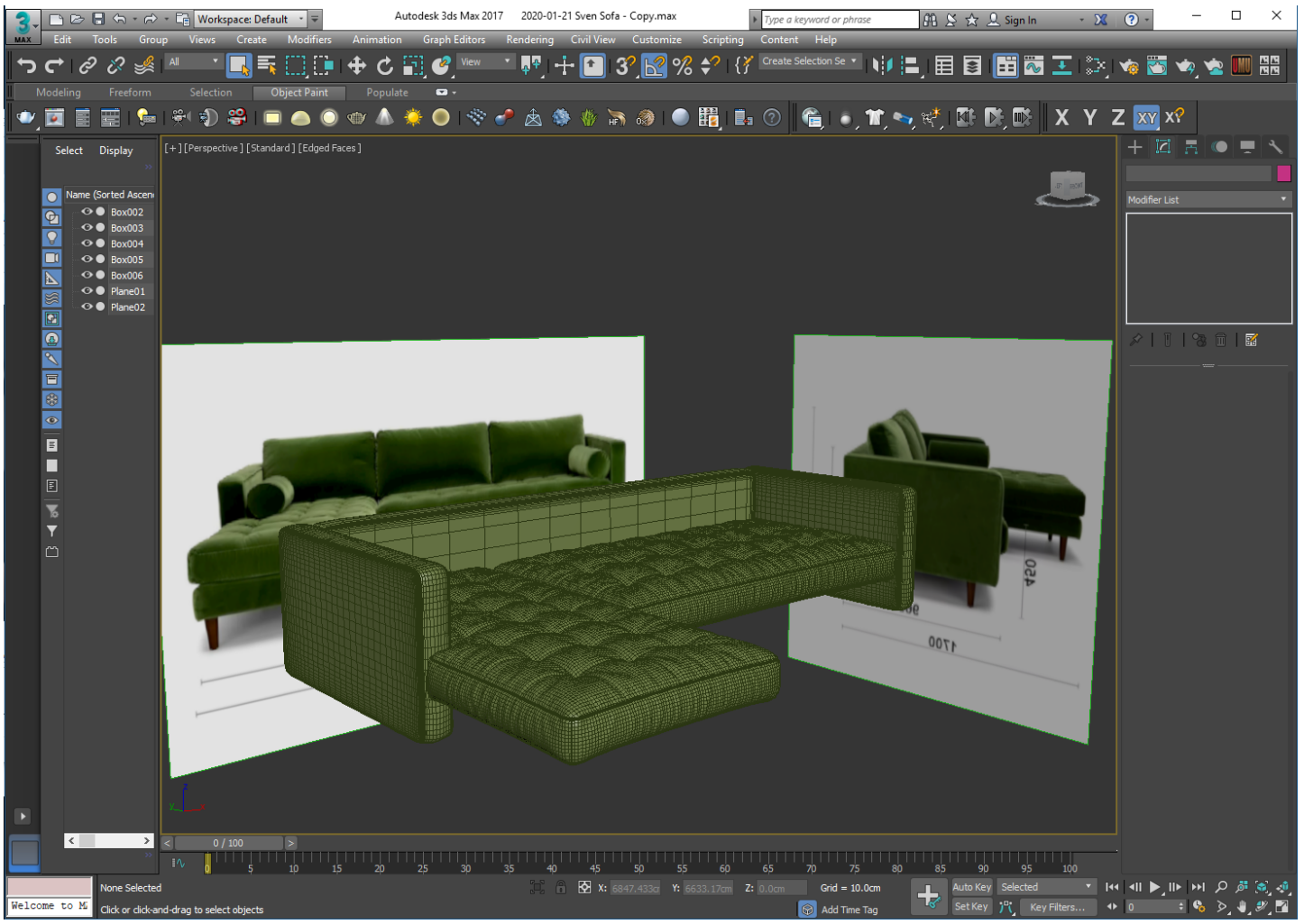

840
2500

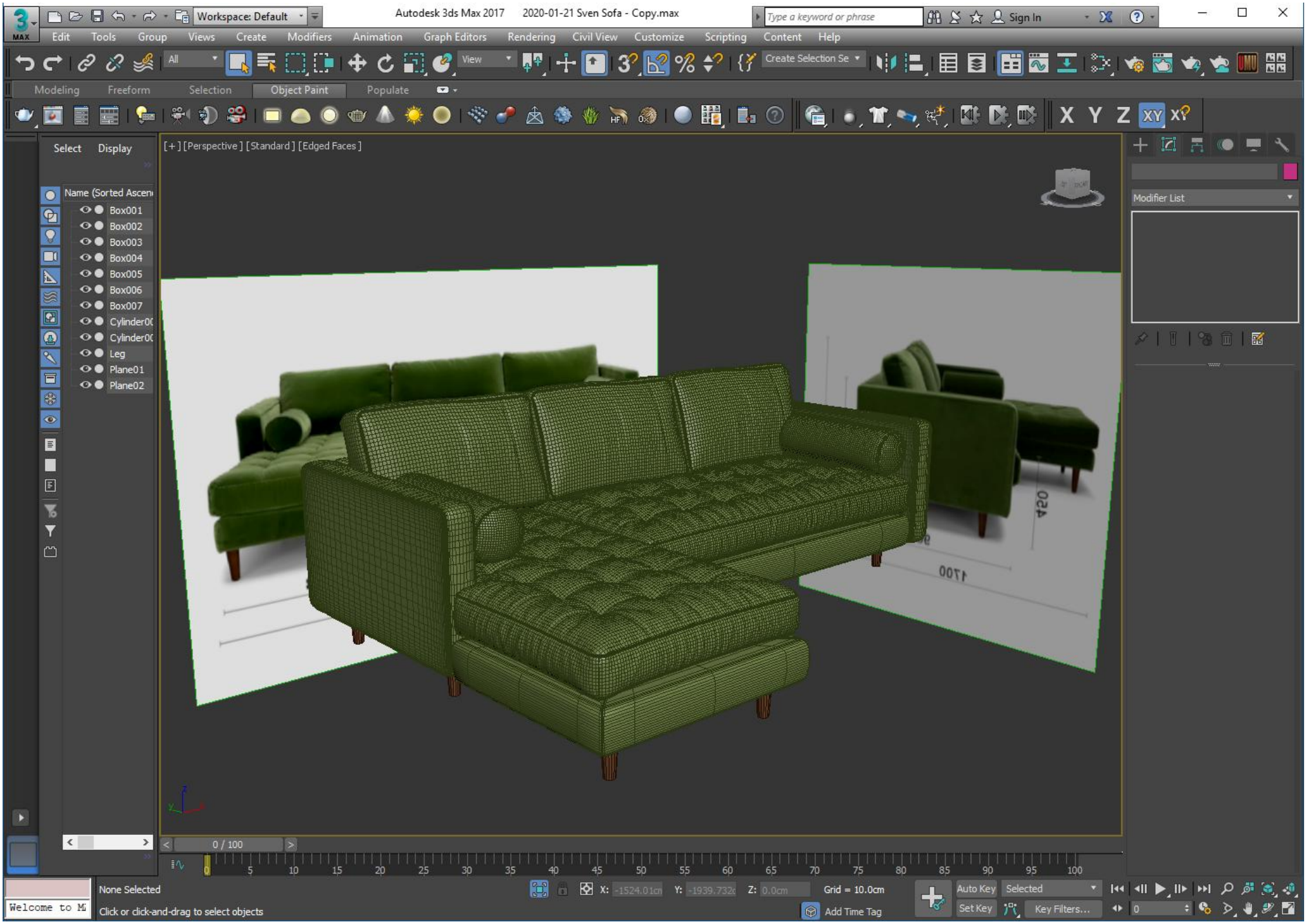

450
1700
960
680
863


Autodesk 3ds Max 2017
2020-01-21 Sven Sofa - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+] [Perspective] [Standard] [Edged Faces]
Name (Sorted Ascen
Plane01
Plane02
Modifier List
840
2500
None Selected
Click or click-and-drag to select objects
Add Time Tag

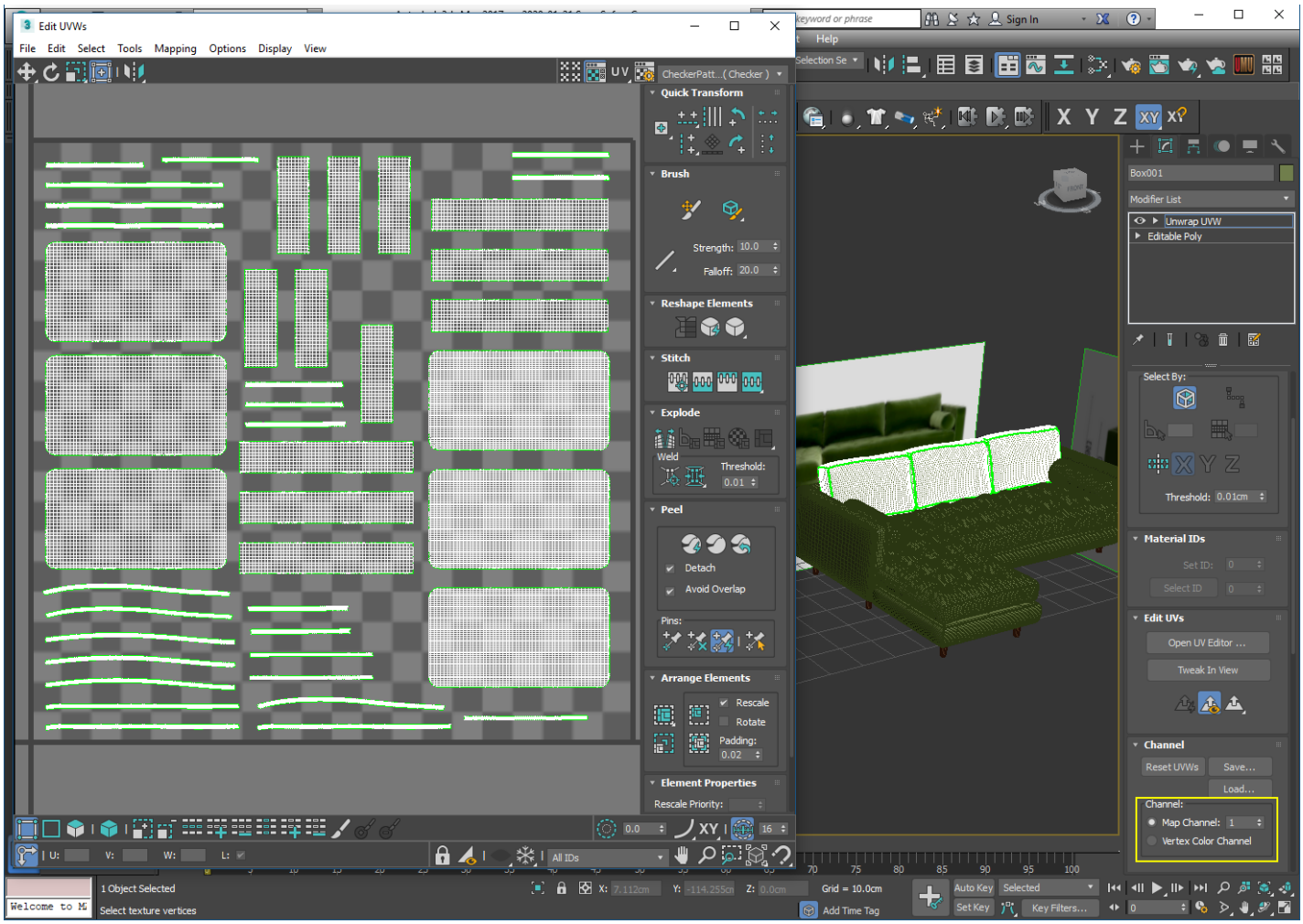

Autodesk 3ds Max 2017
2020-01-21 Sven Sofa - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+] [Perspective] [Standard] [Edged Faces]
Name (Sorted Ascen
Box006
Plane01
Plane02
Modifier List
Editable Poly
Selection
Soft Selection
Edit Geometry
840
2500
1 Object Selected
Click or click-and-drag to select objects
Add Time Tag


Autodesk 3ds Max 2017
2020-01-21 Sven Sofa - Copy.max
[+][Perspective][Standard][Edged Faces]
840
2500
Box004
Box005
Box006
Plane01
Plane02

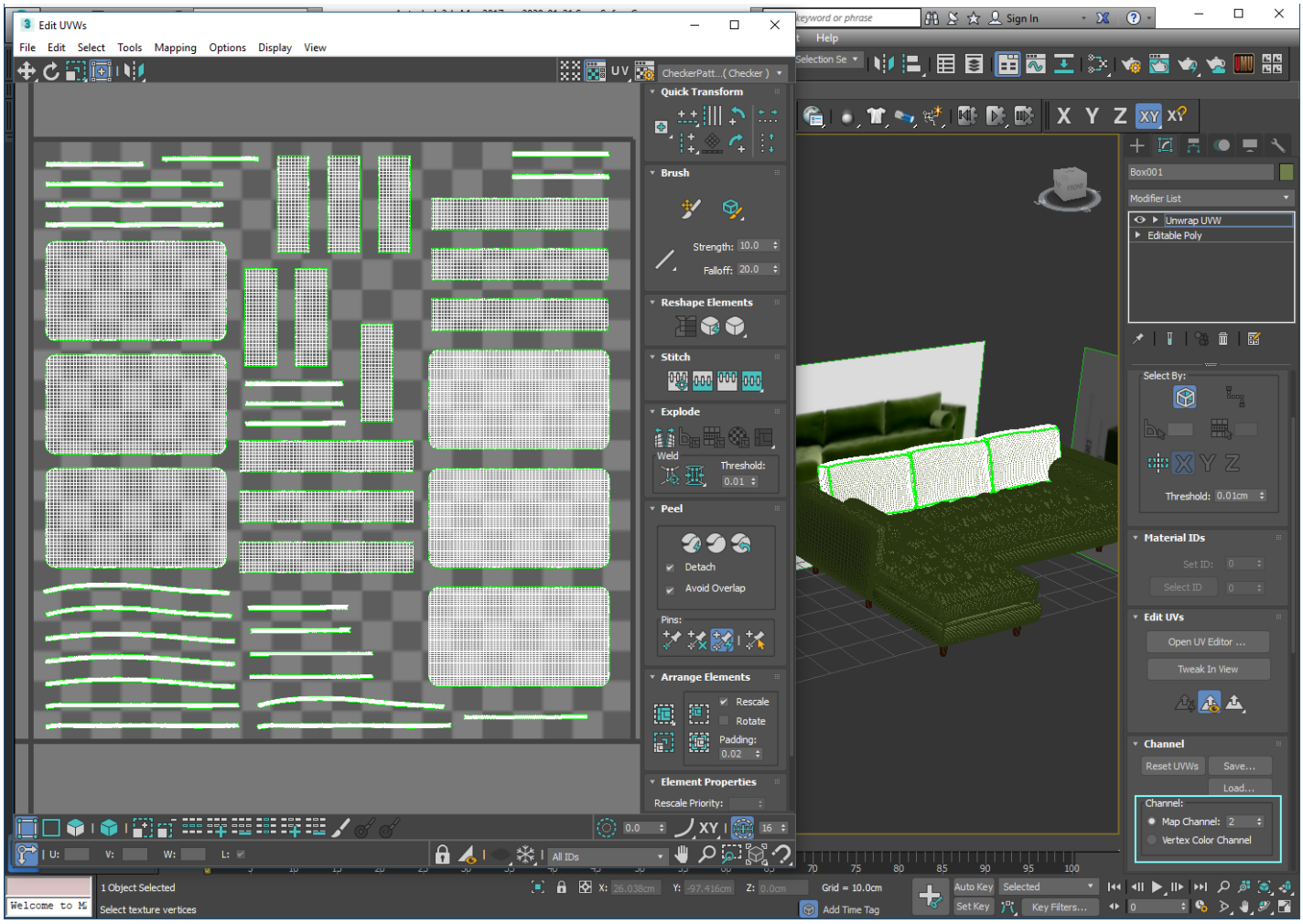

Autodesk 3ds Max 2017
2020-01-21 Sven Sofa - Copy.max
[+][Perspective][Standard][Edged Faces]
Box002
Box003
Box004
Box005
Box006
Plane01
Plane02


Autodesk 3ds Max 2017
2020-01-21 Sven Sofa - Copy.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+] [Perspective] [Standard] [Edged Faces]
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Leg
Plane01
Plane02
Modifier List
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Set Key
Key Filters...

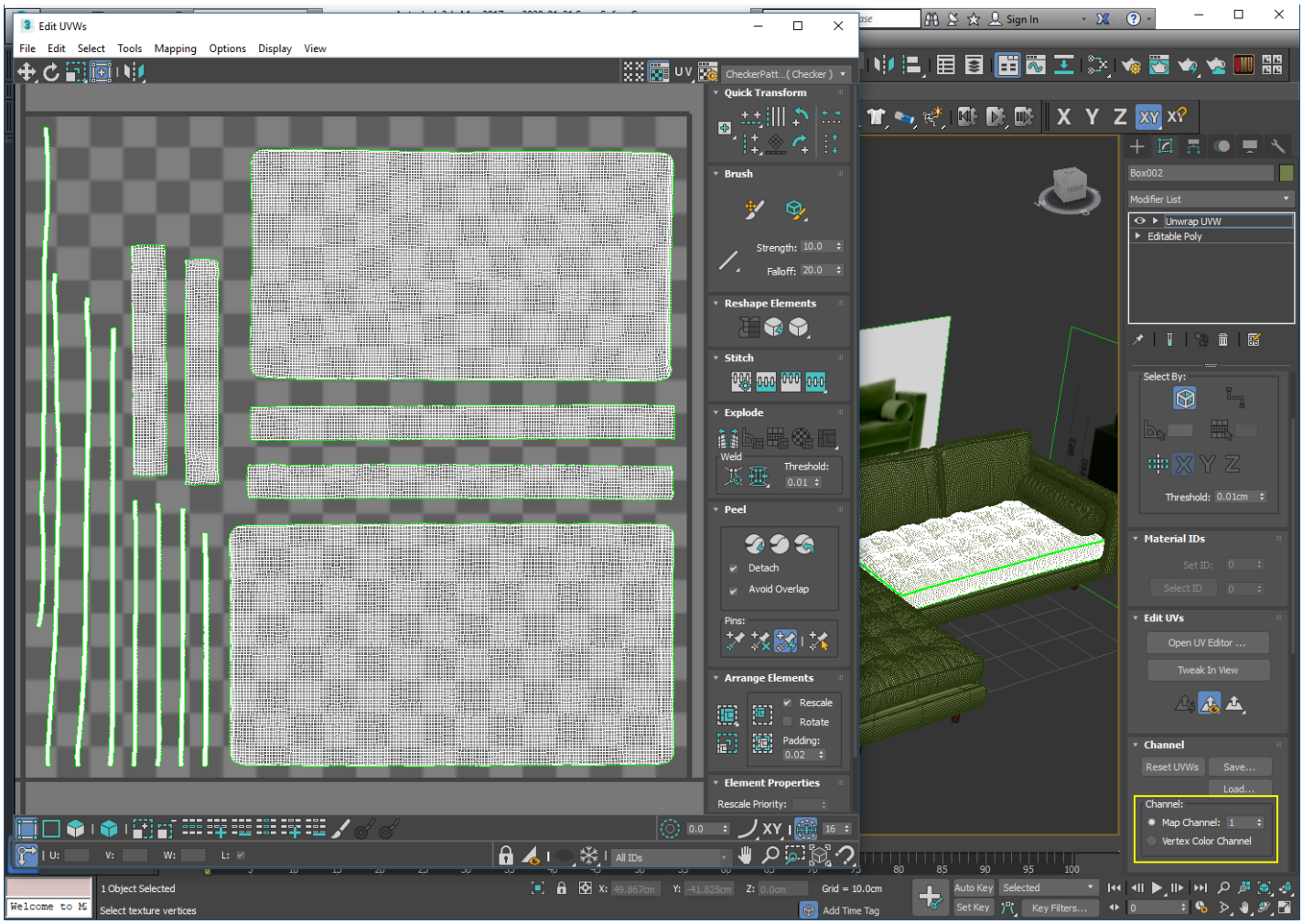
Sofa - Box001 UV1



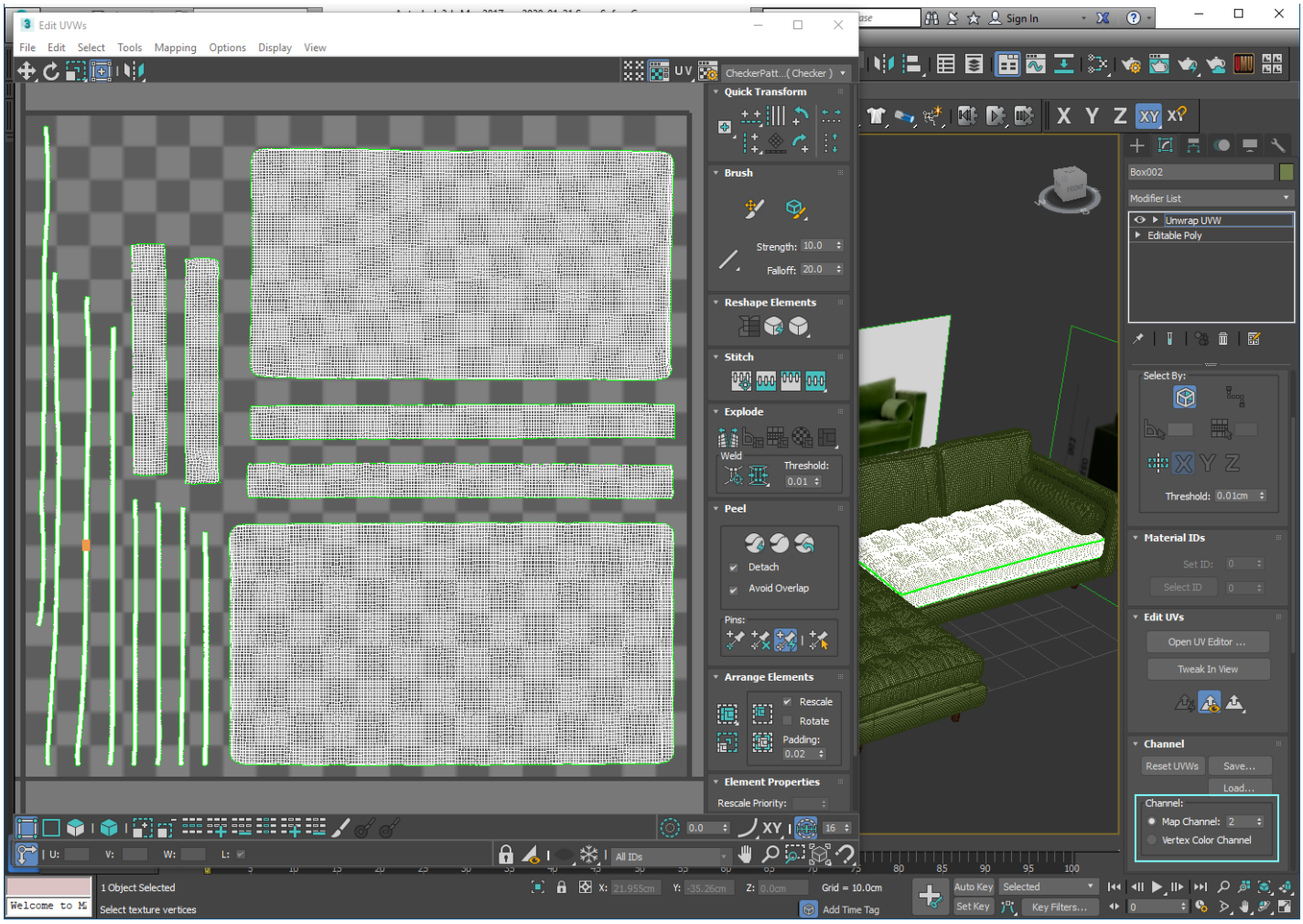
Sofa - Box001 UV2



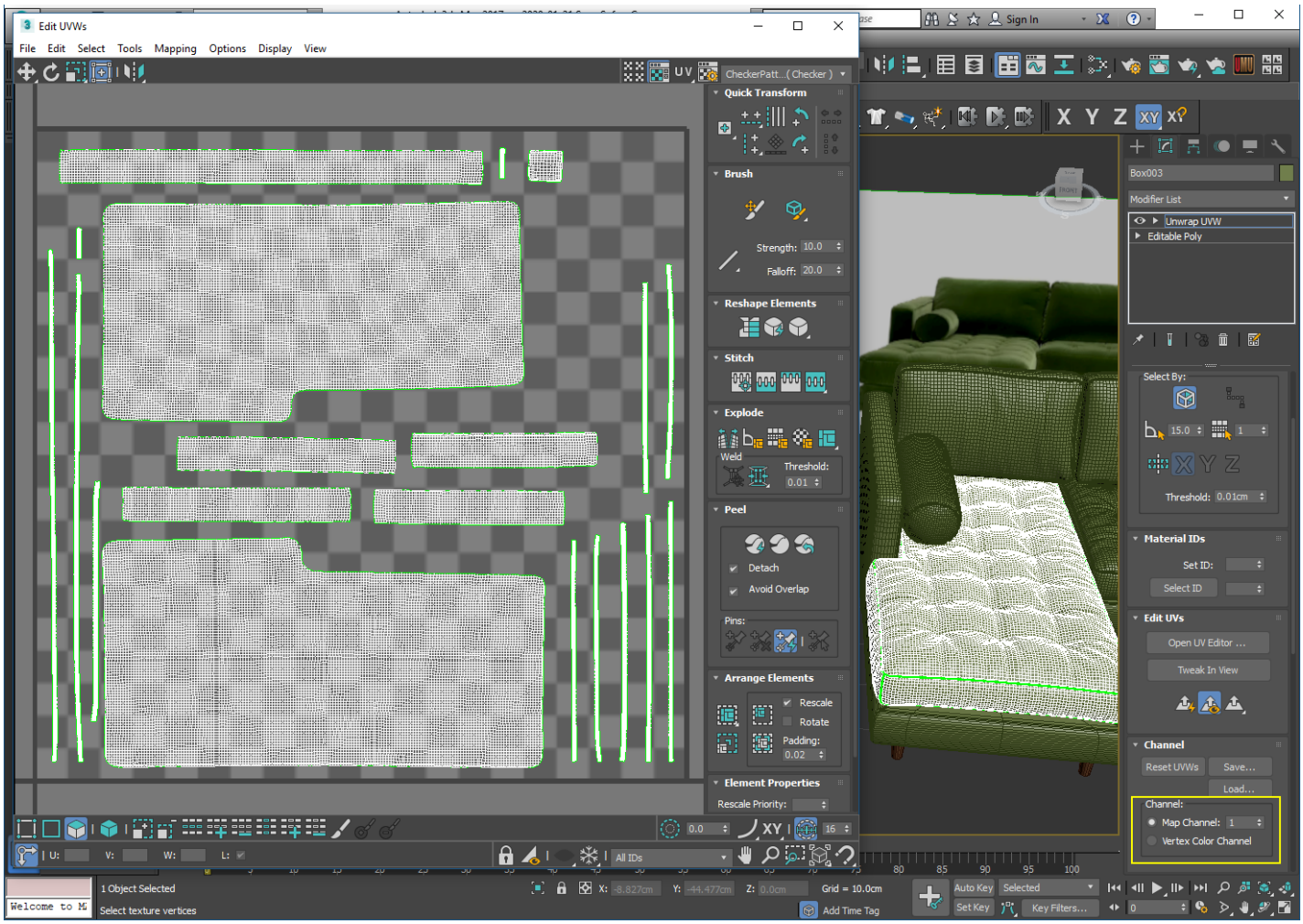
Sofa - Box002 UV1



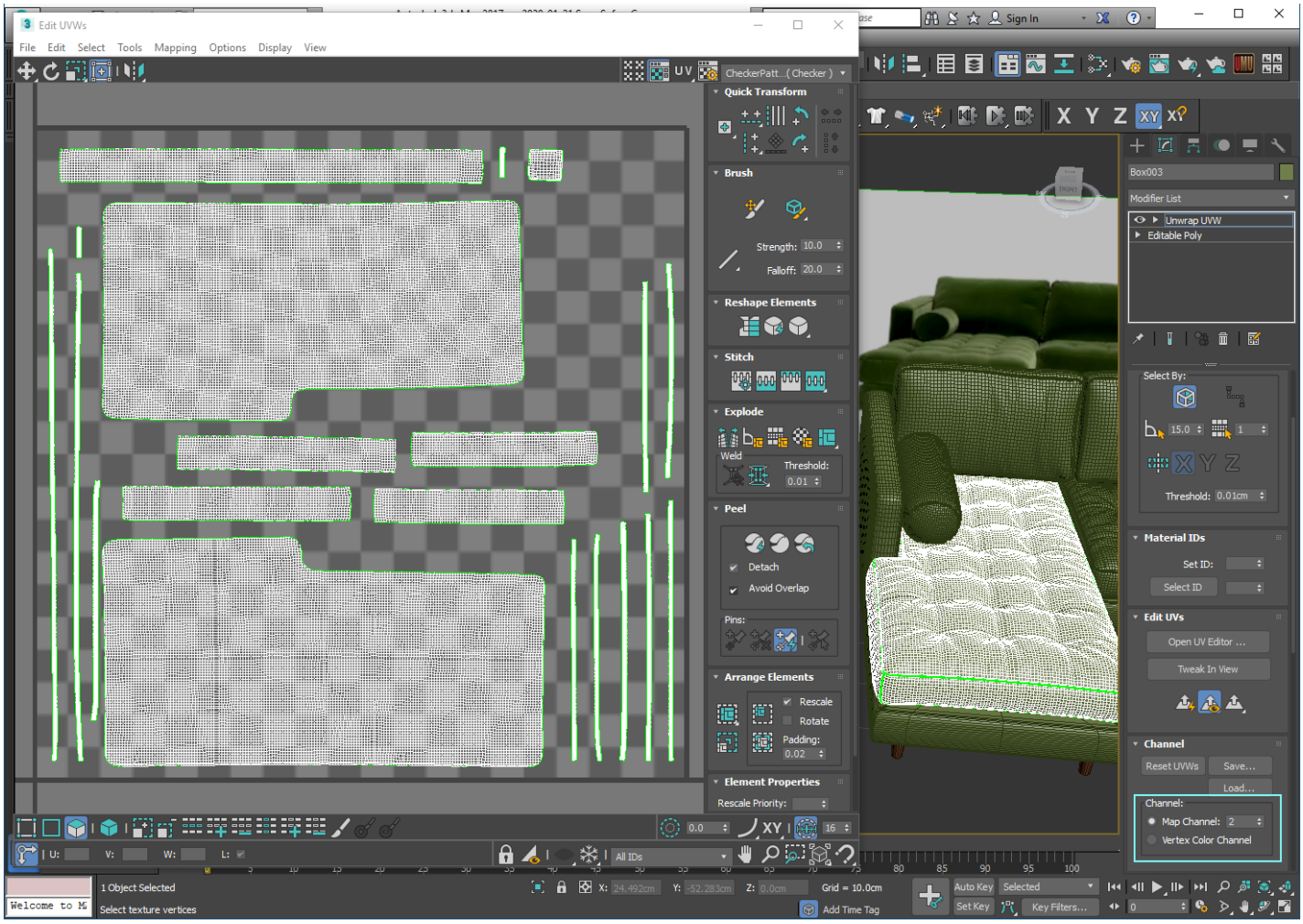
Sofa - Box002 UV2



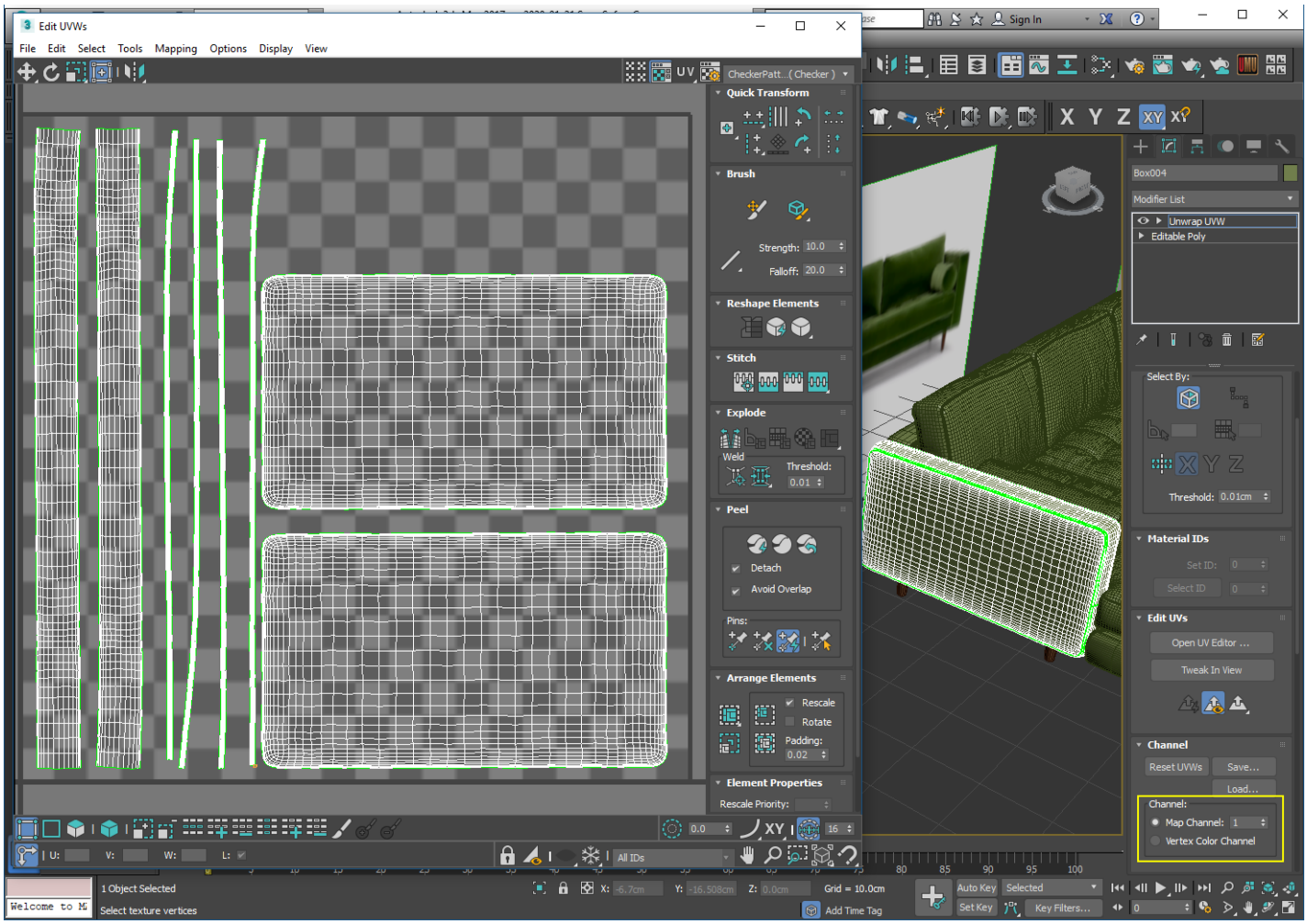
Sofa - Box003 UV1



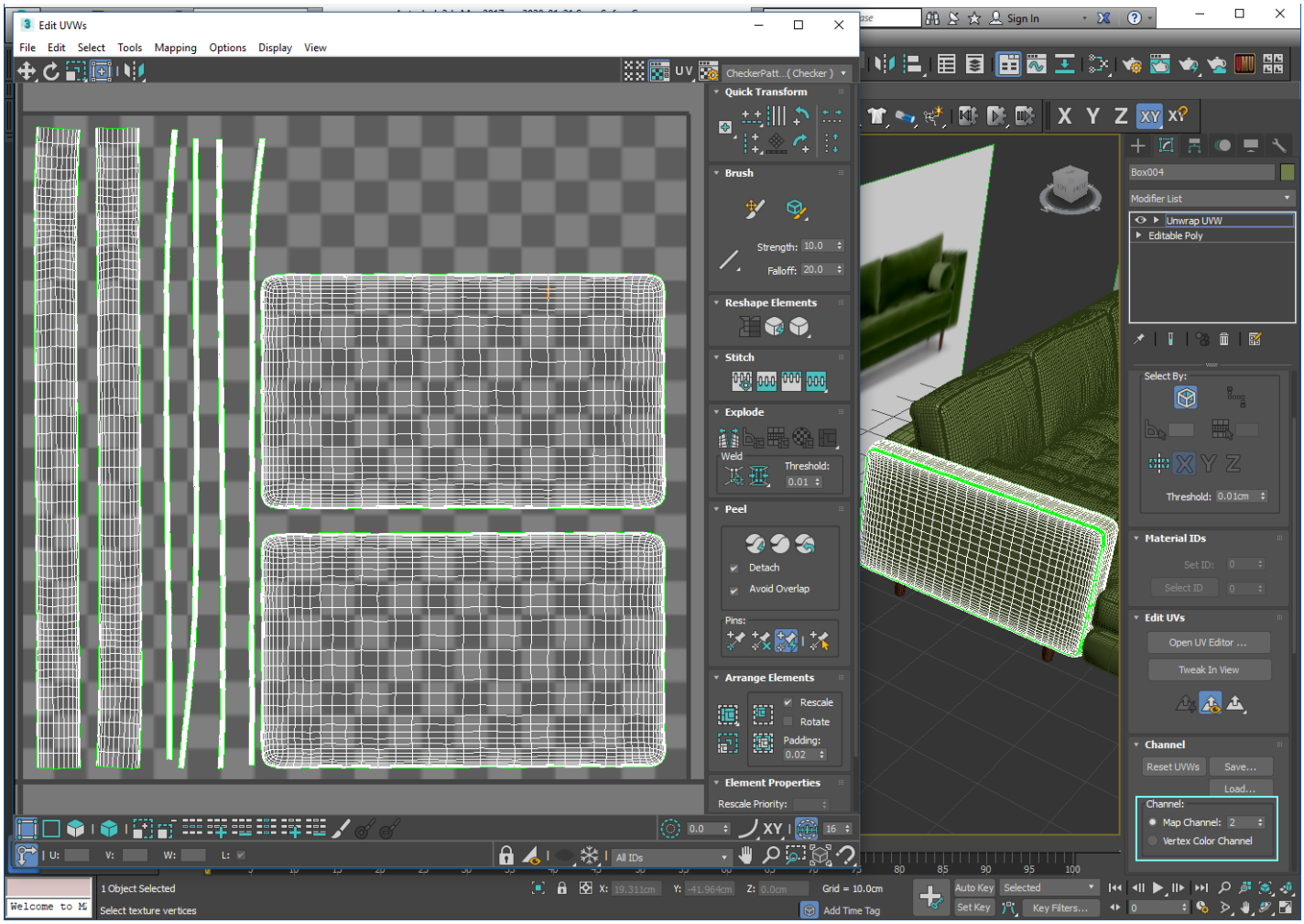
Sofa - Box003 UV2



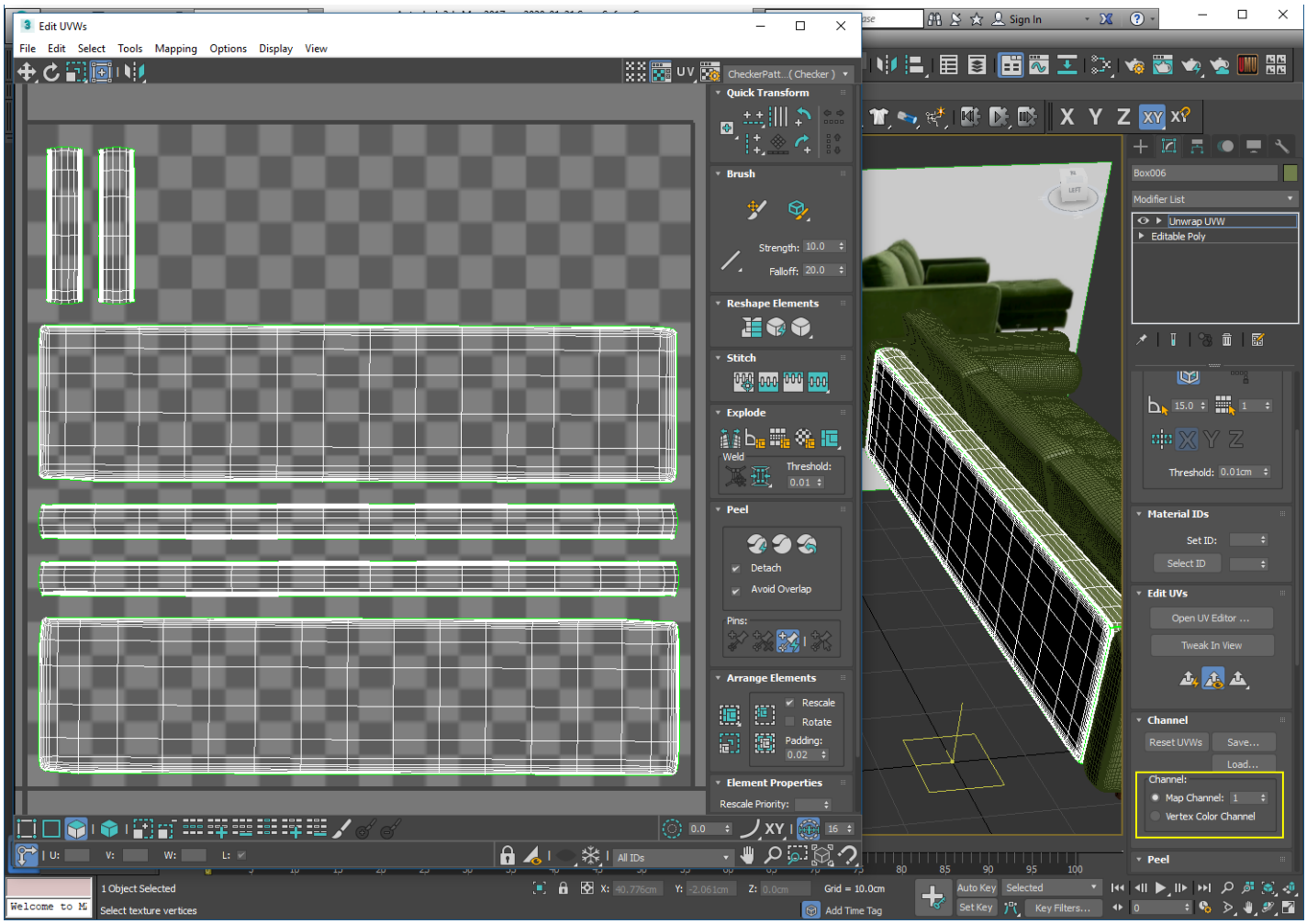
Sofa - Box004 UV1



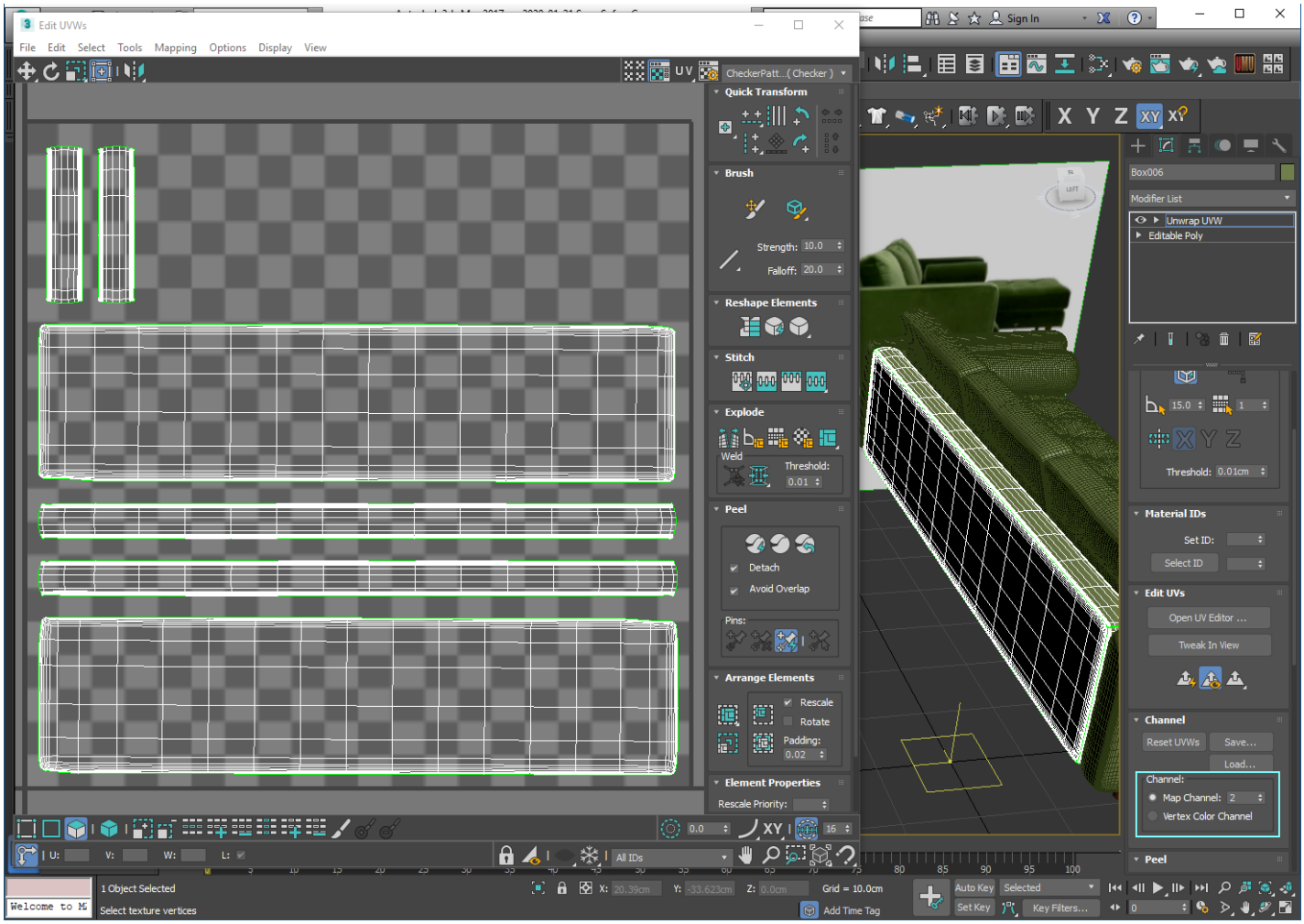
Sofa - Box004 UV2



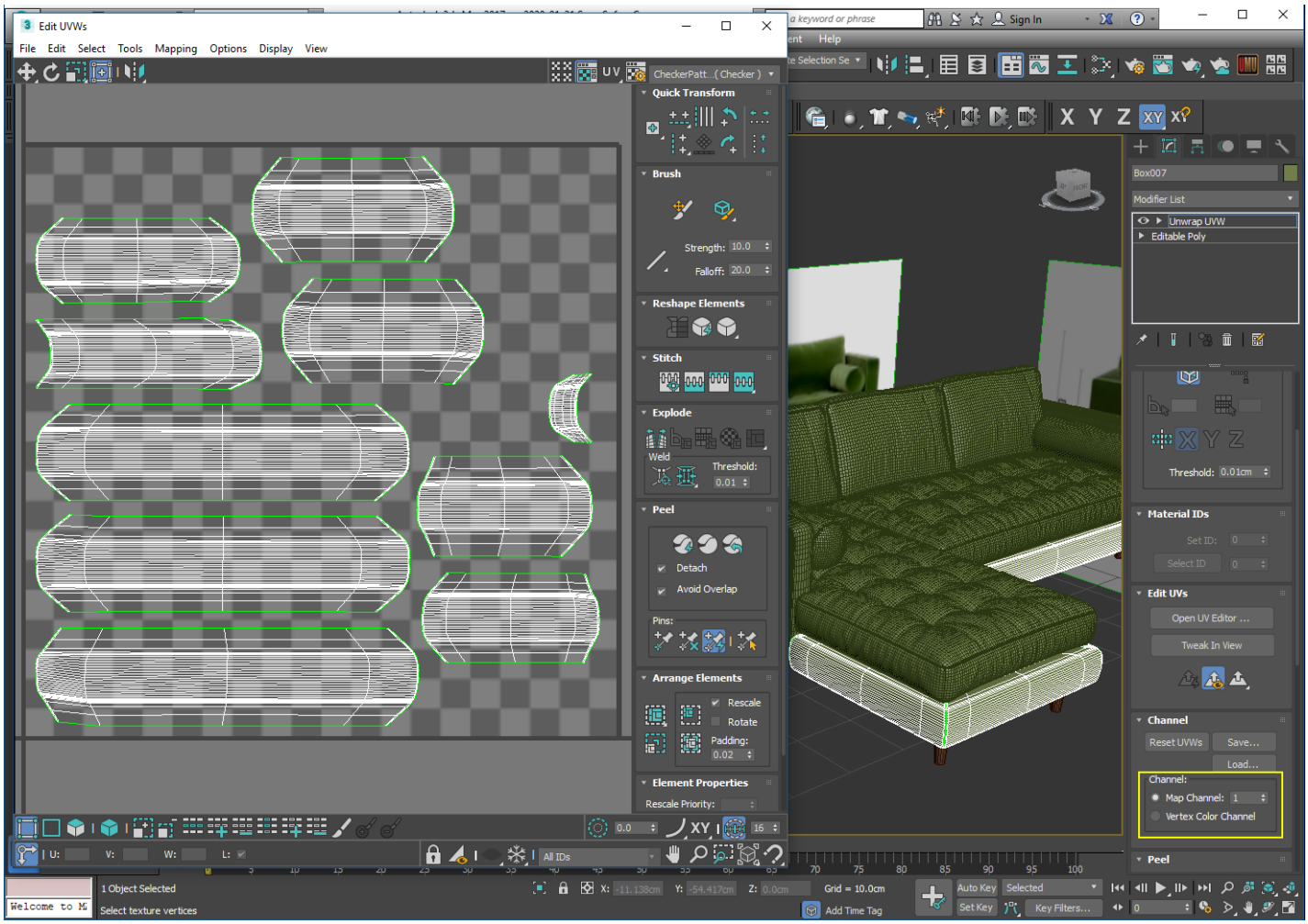
Sofa - Box006 UV1



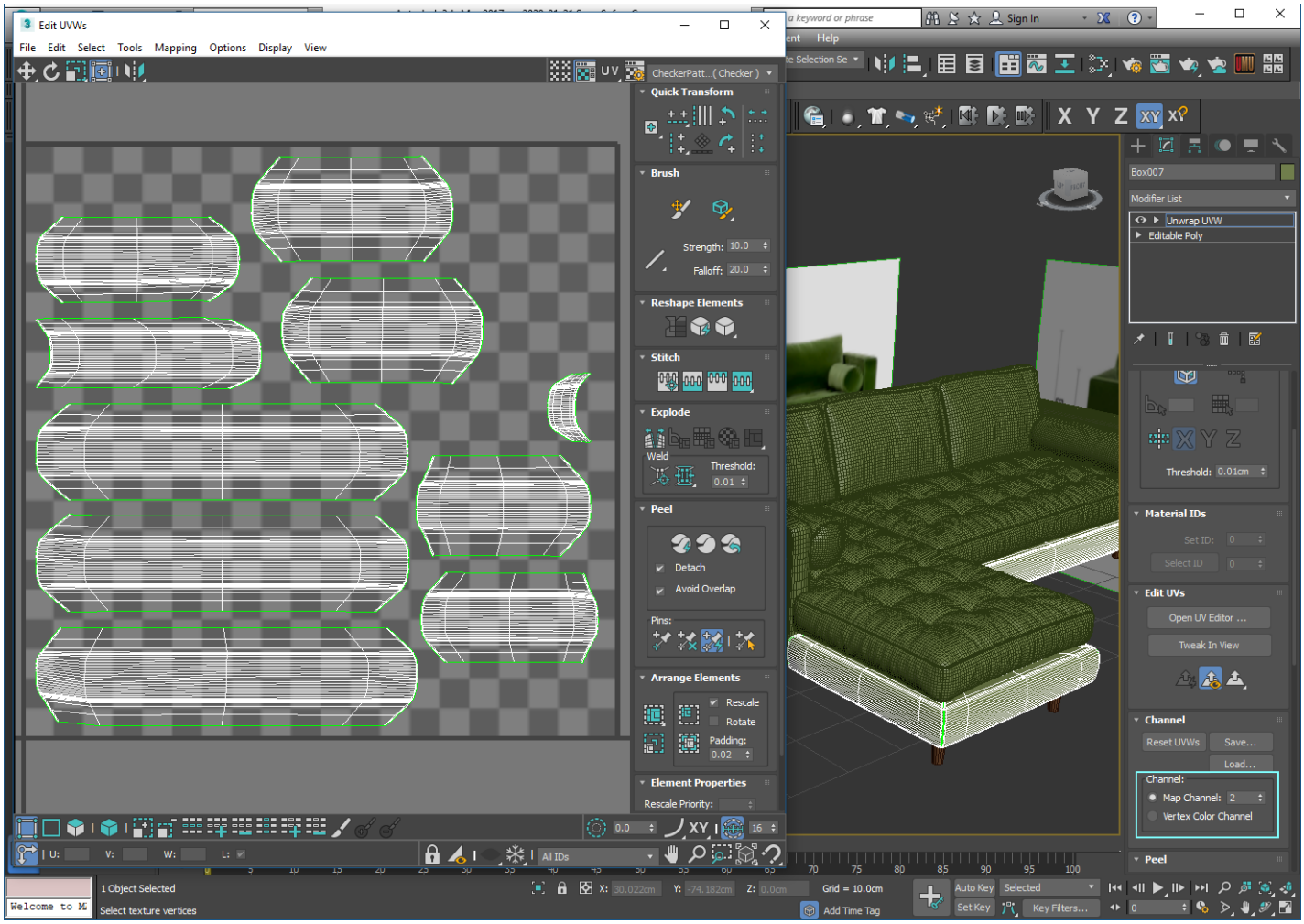
Sofa - Box006 UV2



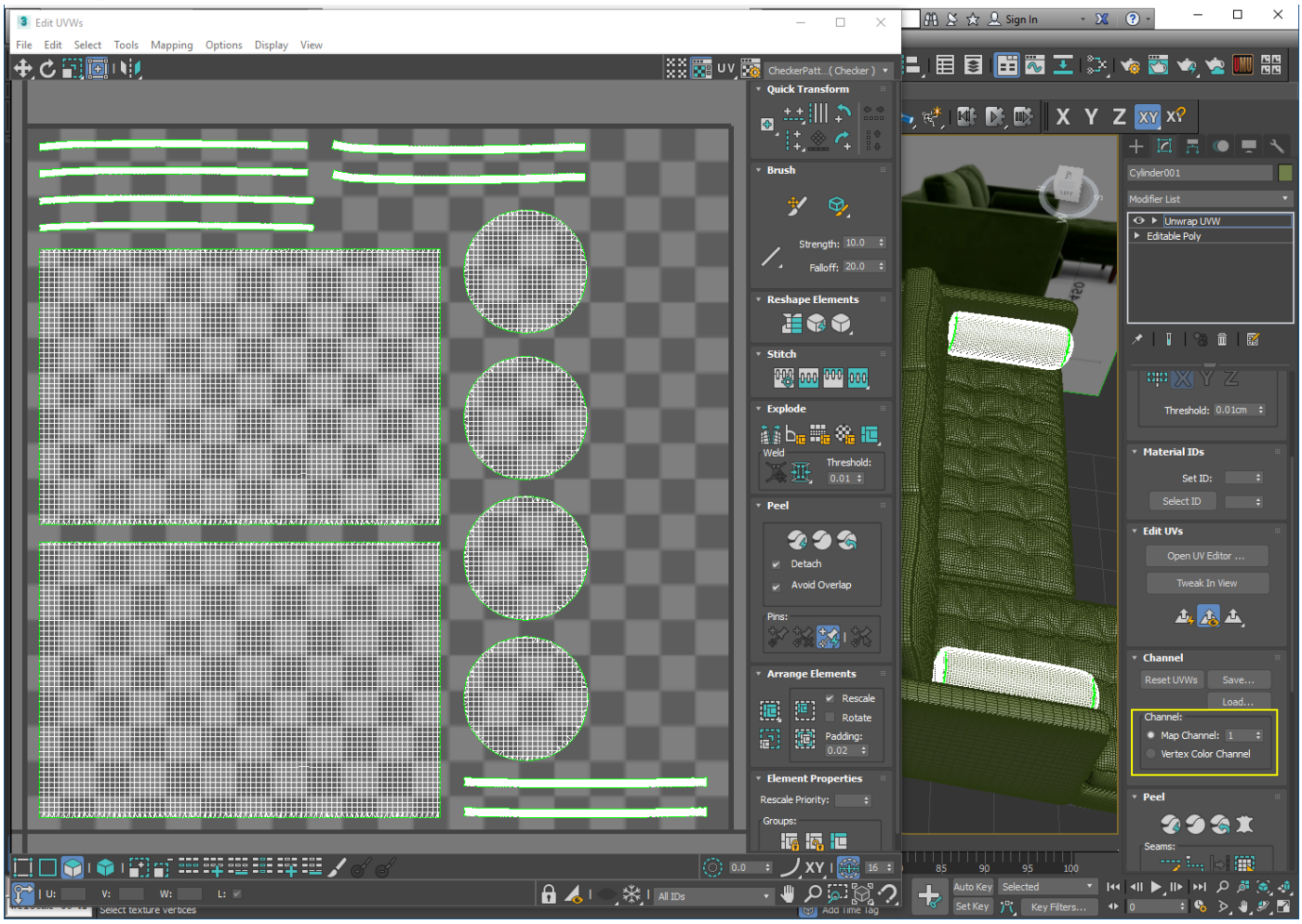
Sofa - Box007 UV1



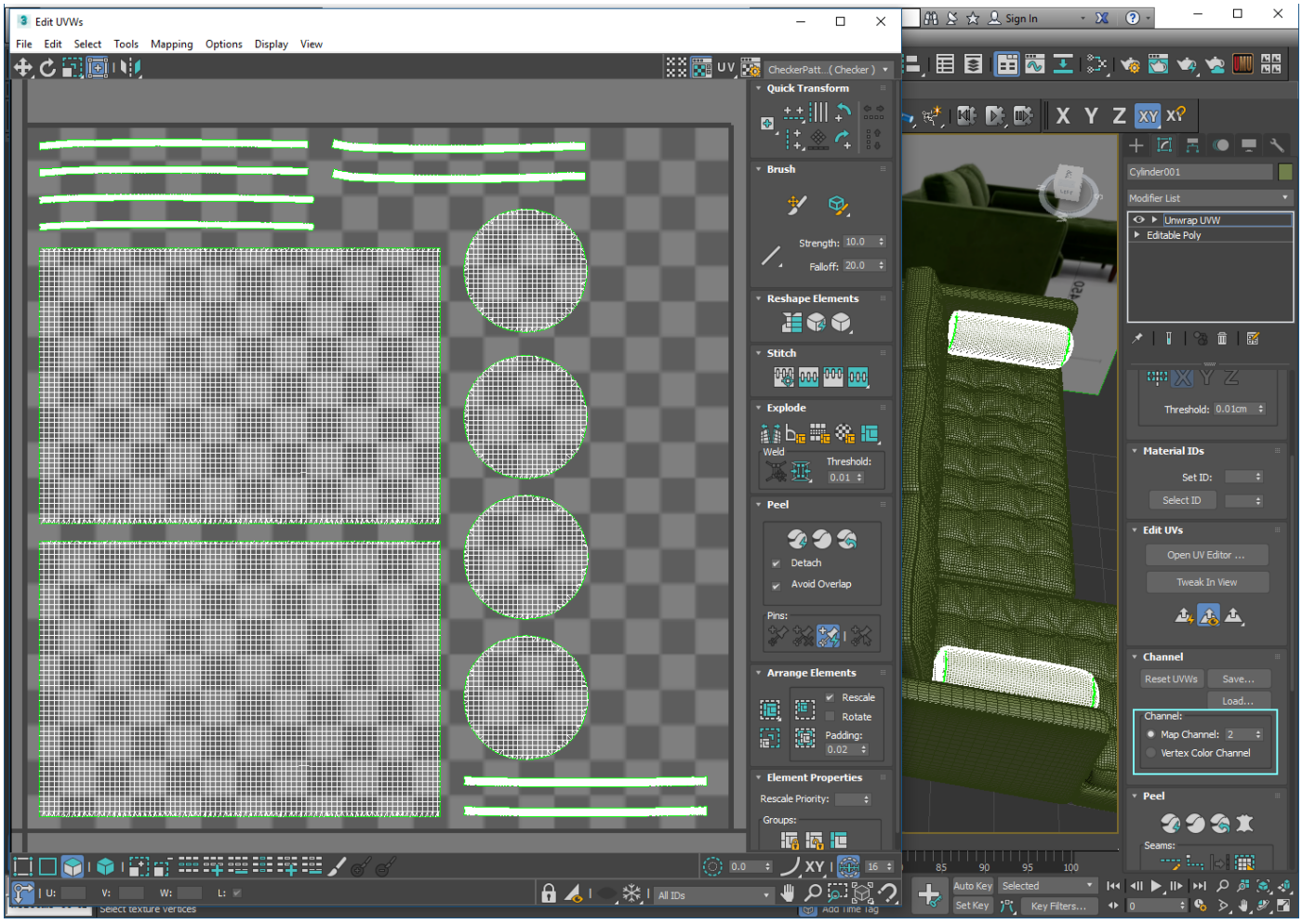
Sofa - Box007 UV2



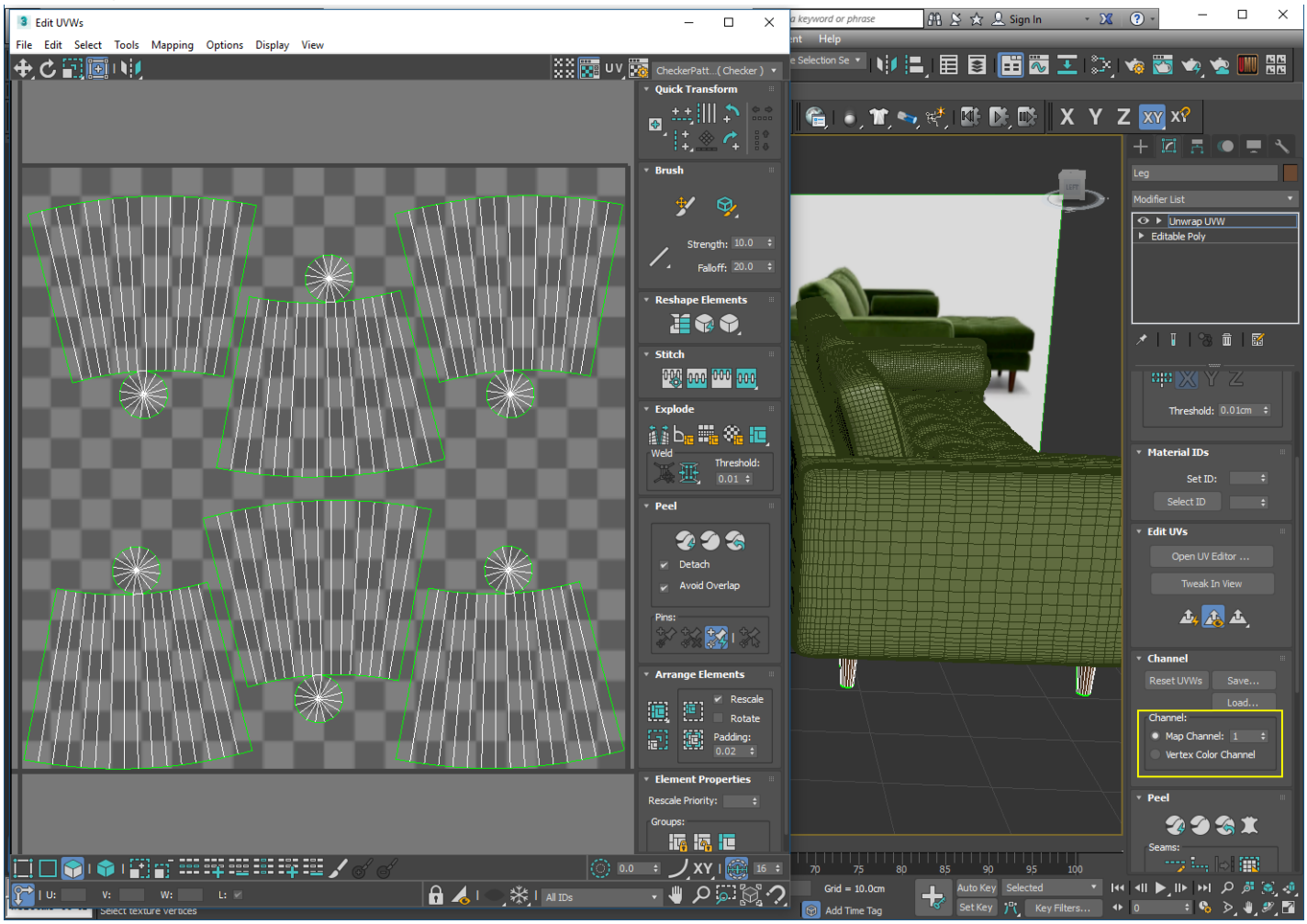
Sofa - Cylinder001 UV1



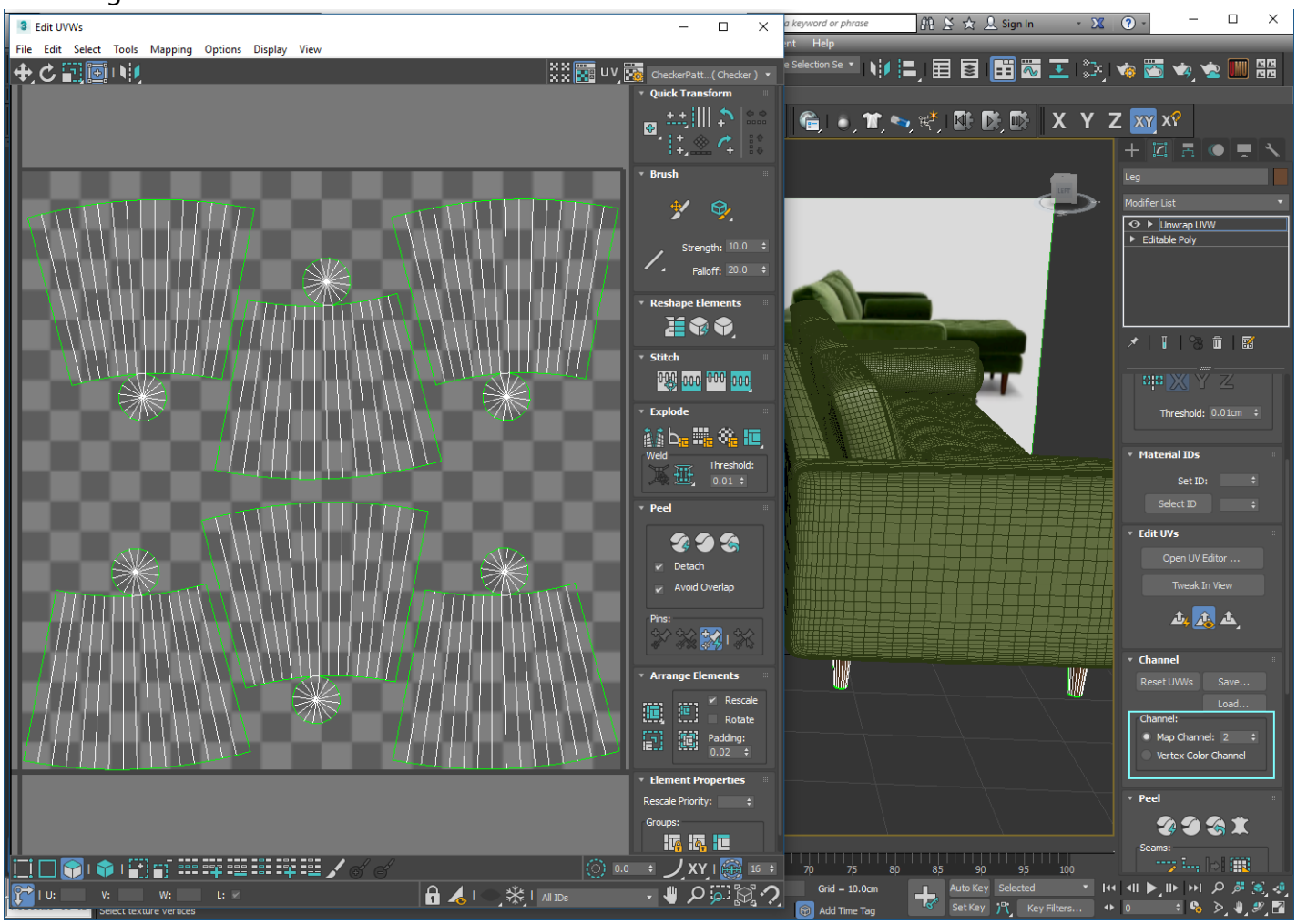
Sofa - Cylinder001 UV2

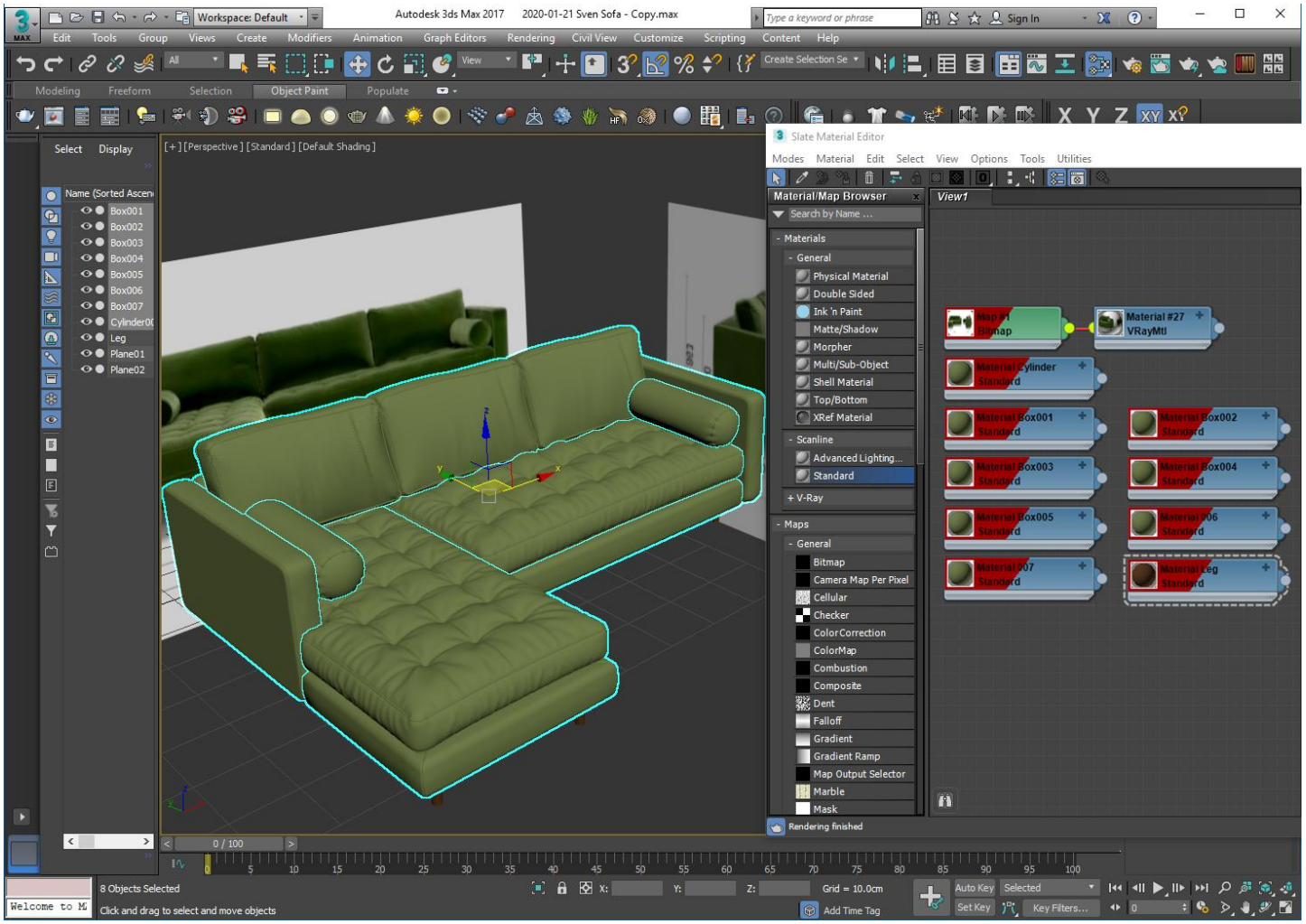


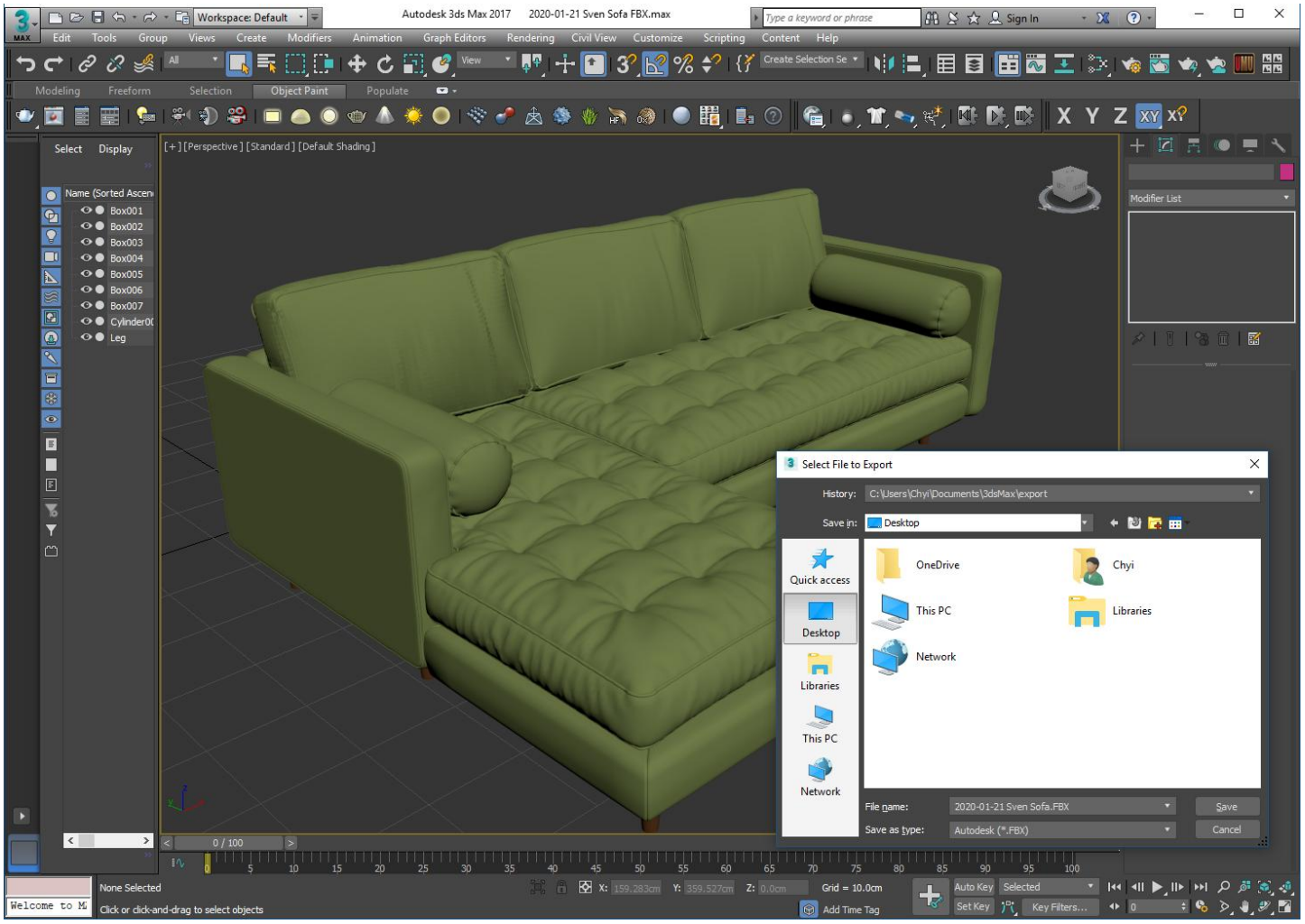
Sofa - Leg UV1



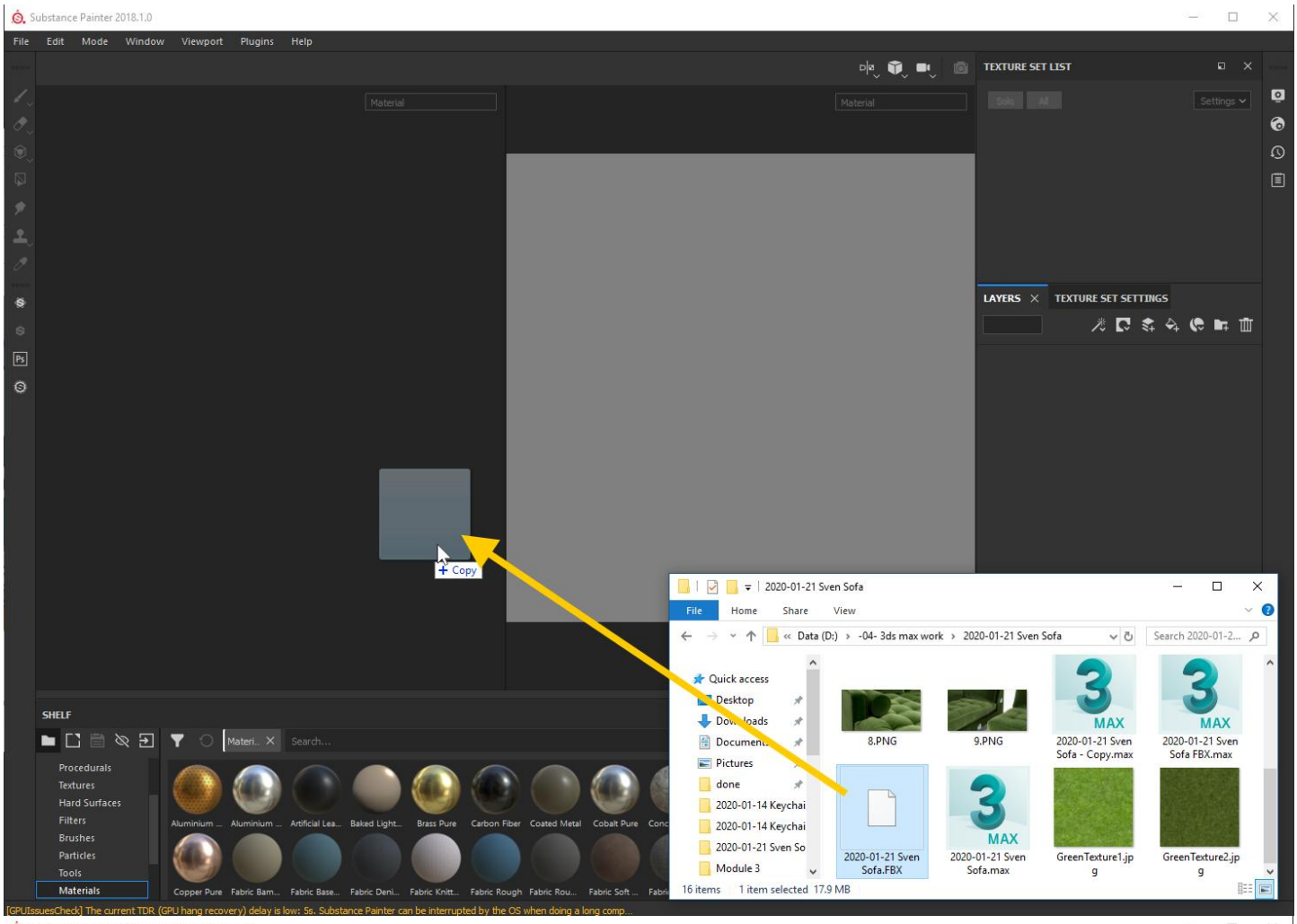
Sofa - Leg UV2

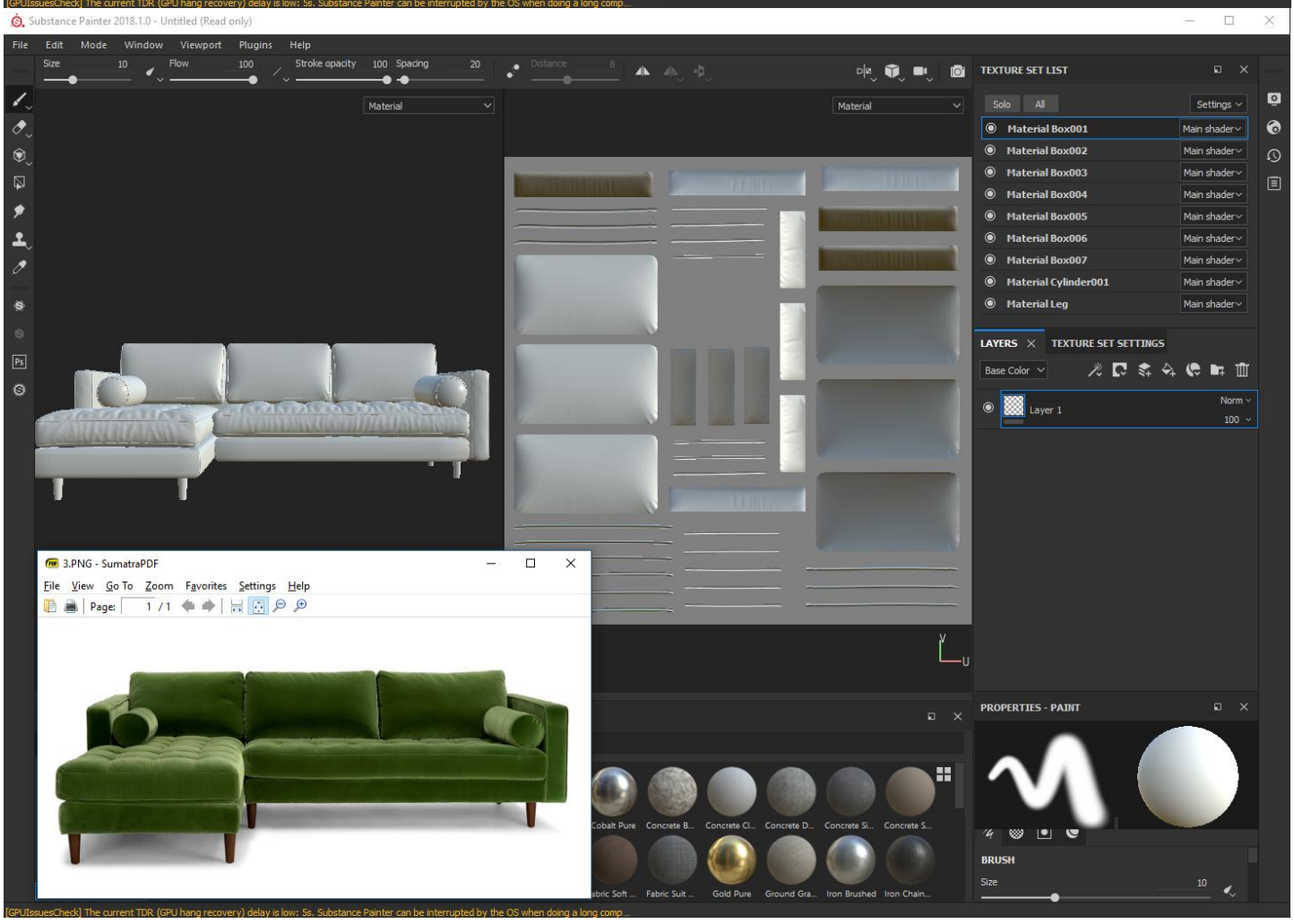


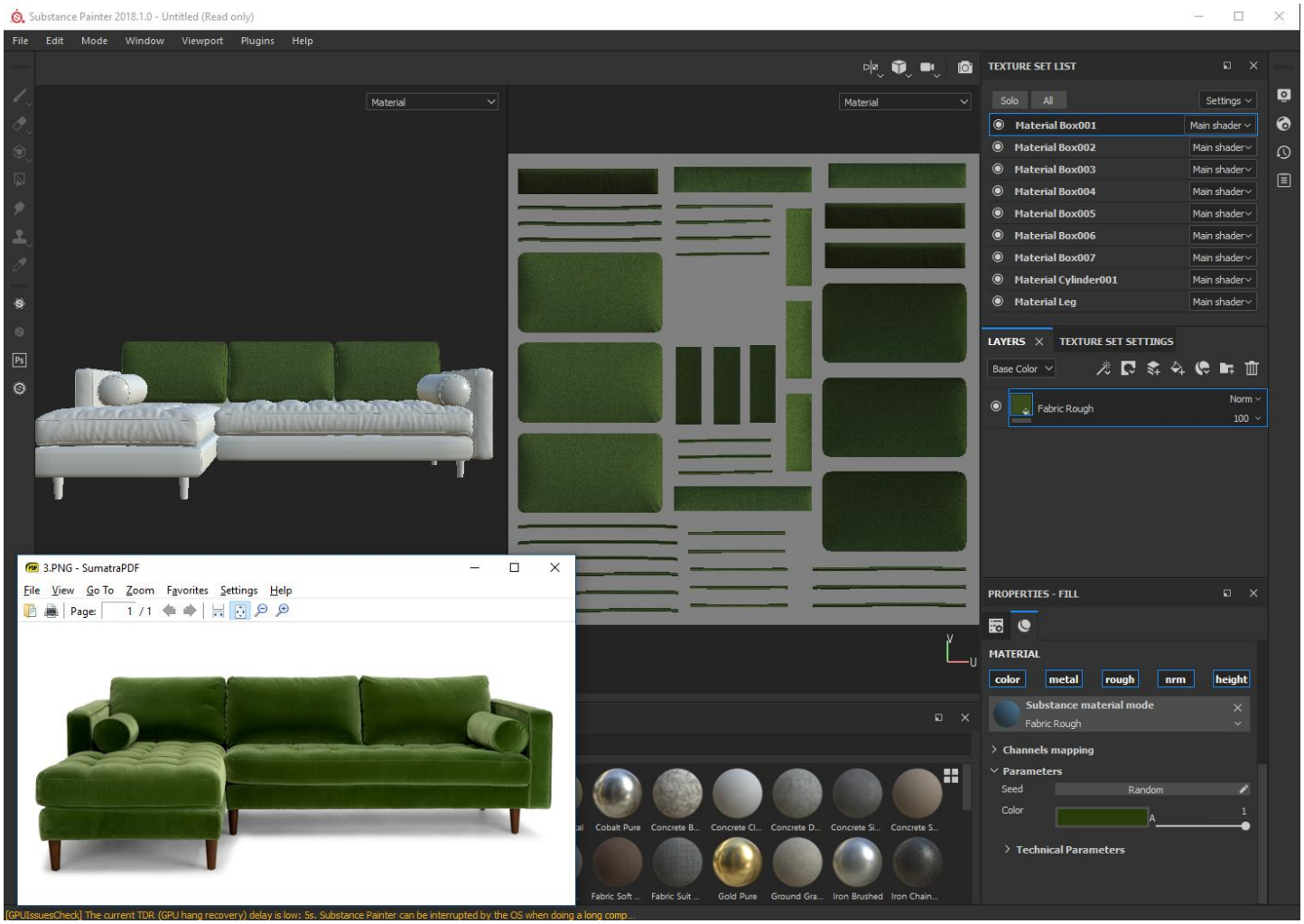

Autodesk 3ds Max 2017
2020-01-21 Sven Sofa - Copy.max
Slate Material Editor
Material/Map Browser
Rendering finished
8 Objects Selected
Click and drag to select and move objects

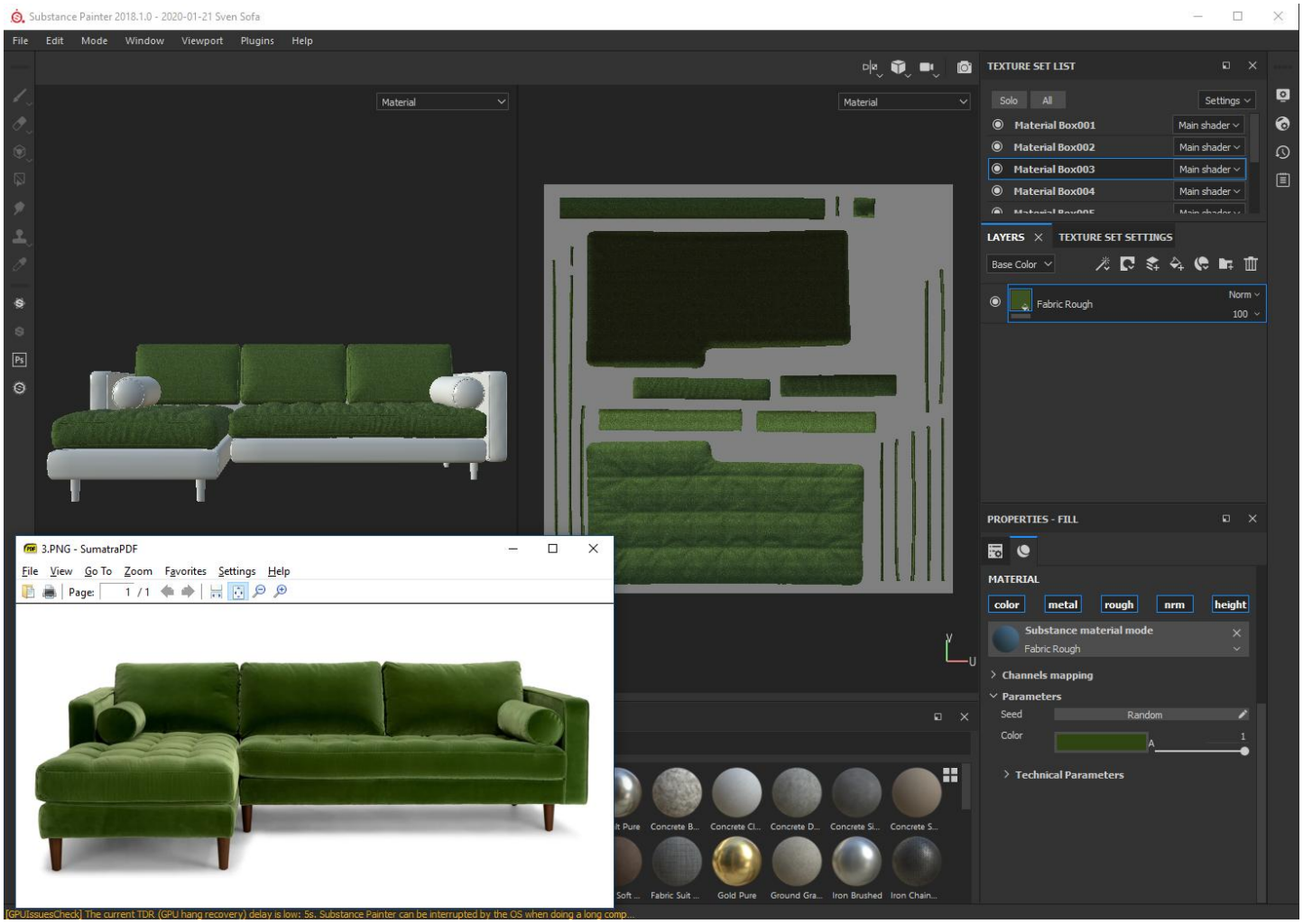

Autodesk 3ds Max 2017
2020-01-21 Sven Sofa FBX.max
Select File to Export
History:
Save in:
Desktop
OneDrive
Chyi
This PC
Libraries
Network
File name:
2020-01-21 Sven Sofa.FBX
Save as type:
Autodesk (*.FBX)
Save
Cancel
None Selected
Click or click-and-drag to select objects

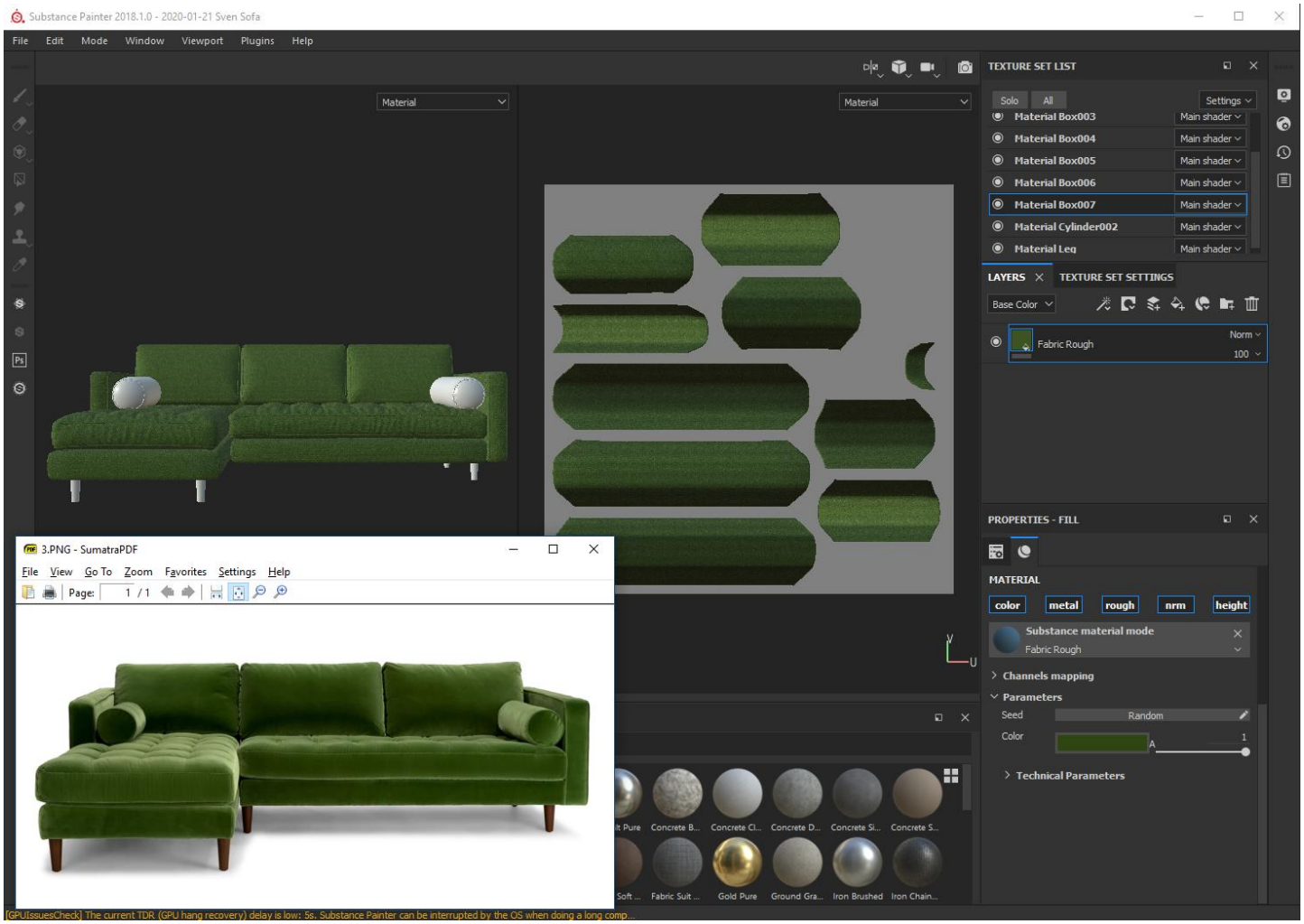
Subtance Painter

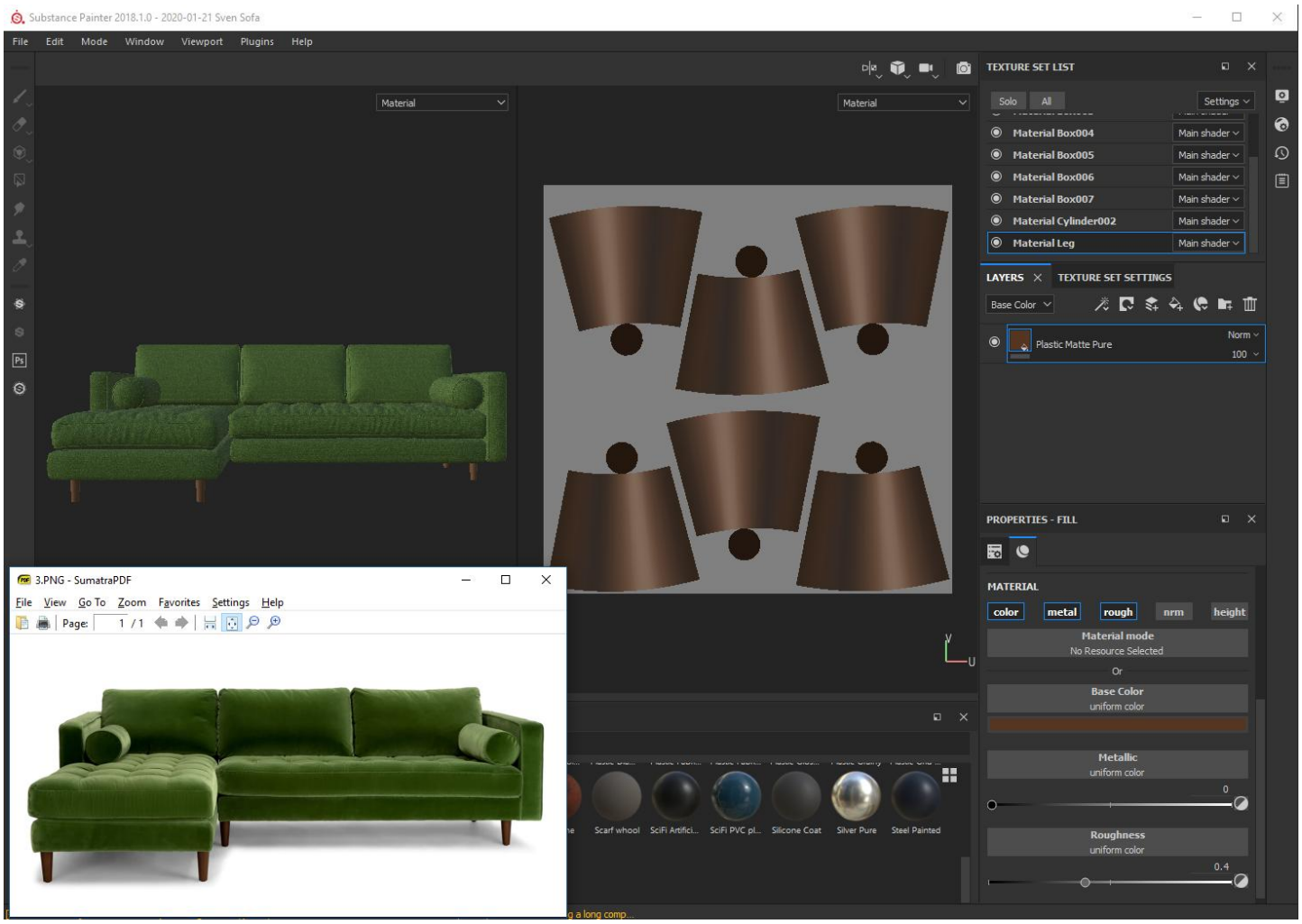


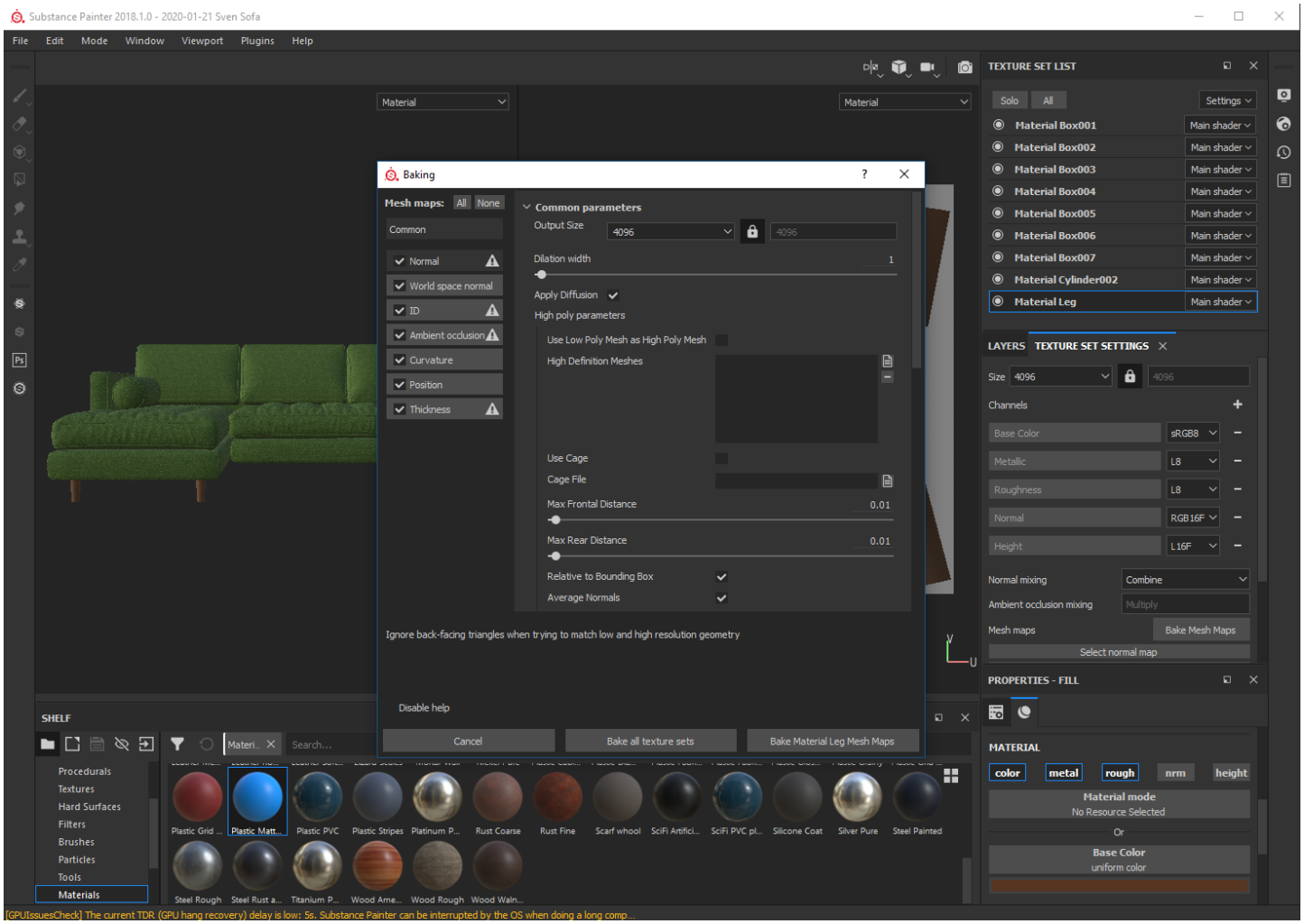


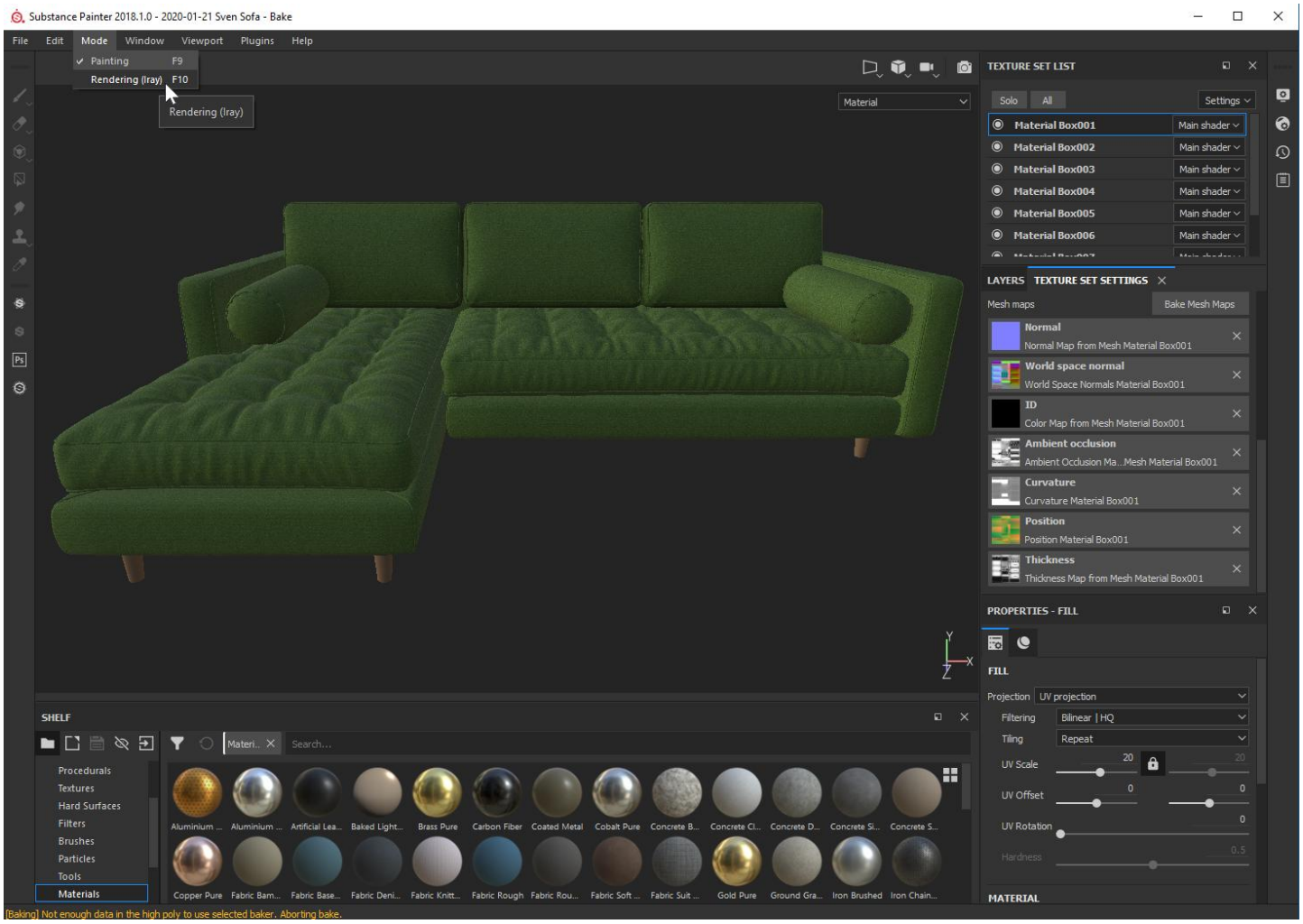

Substance Painter 2018.1.0 - Untitled (Read only)
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
Material Box001
Material Box002
Material Box003
Material Box004
Material Box005
Material Box006
Material Box007
Material Cylinder001
Material Leg
LAYERS
TEXTURE SET SETTINGS
Fabric Rough
PROPERTIES - FILL
MATERIAL
color metal rough nrm height
Substance material mode
Channels mapping
Parameters
Technical Parameters
3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help


Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
Material Box001
Material Box002
Material Box003
Material Box004
LAYERS
TEXTURE SET SETTINGS
Fabric Rough
PROPERTIES - FILL
MATERIAL
color metal rough nrm height
Substance material mode
Channels mapping
Parameters
Technical Parameters
3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help

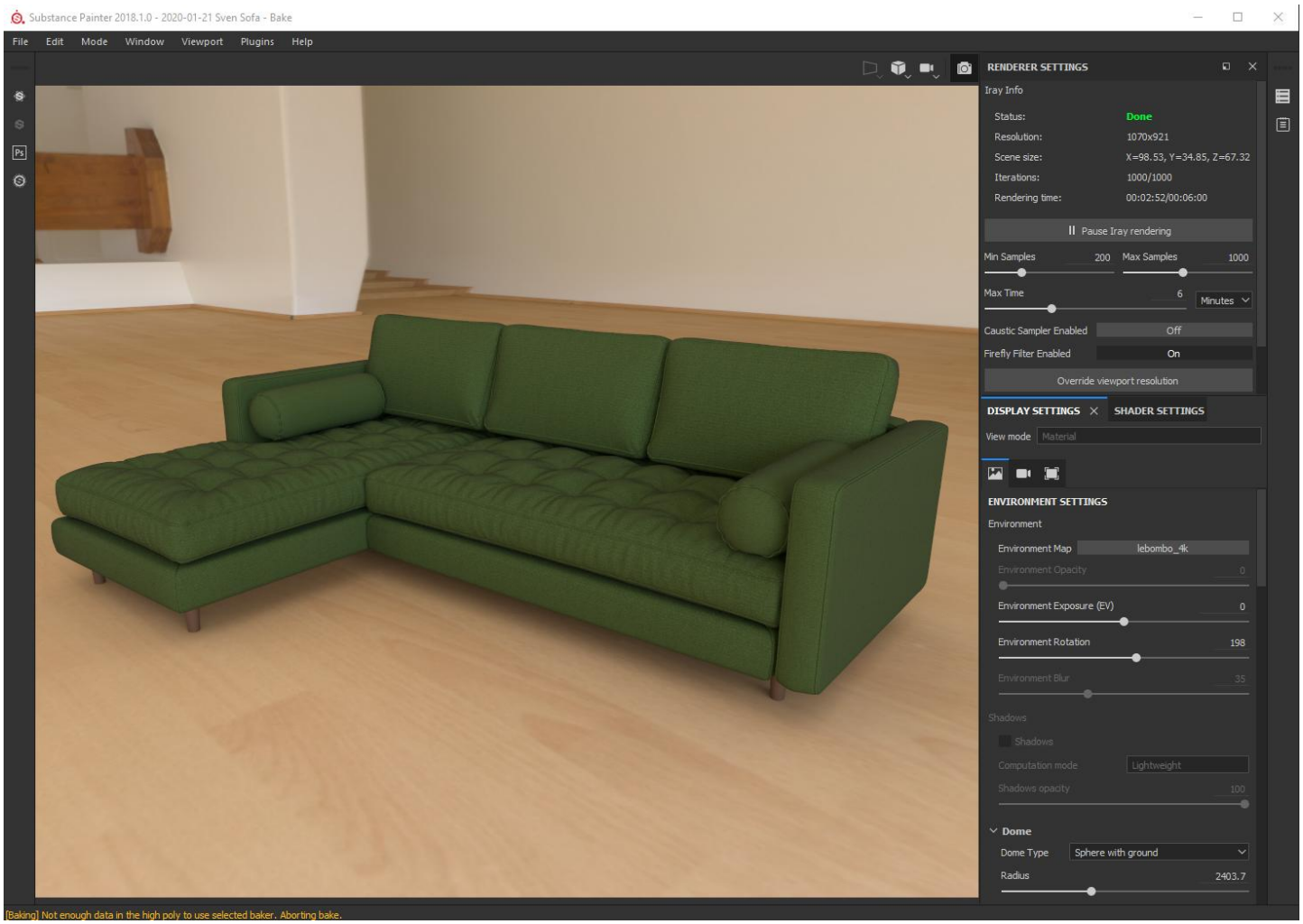

Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa
File Edit Mode Window Viewport Plugins Help
Material
Material
TEXTURE SET LIST
Solo All
Settings
Material Box003
Material Box004
Material Box005
Material Box006
Material Box007
Material Cylinder002
Material Leg
Main shader
LAYERS
TEXTURE SET SETTINGS
Base Color
Fabric Rough
Norm
100
PROPERTIES - FILL
MATERIAL
color metal rough nrm height
Substance material mode
Fabric Rough
Channels mapping
Parameters
Seed
Random
Color
Technical Parameters
3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help
Page: 1 / 1
Fabric Suit ...
Gold Pure
Ground Gra...
Iron Brushed
Iron Chain...
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...


Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa
File Edit Mode Window Viewport Plugins Help
Material
Material
TEXTURE SET LIST
Solo All
Settings
Material Box004
Material Box005
Material Box006
Material Box007
Material Cylinder002
Material Leg
Main shader
LAYERS
TEXTURE SET SETTINGS
Base Color
Plastic Matte Pure
Norm
100
PROPERTIES - FILL
MATERIAL
color metal rough nrm height
Material mode
No Resource Selected
Or
Base Color
uniform color
Metallic
uniform color
0
Roughness
uniform color
0.4
3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help
Page: 1 / 1
Scarf whool
SciFi Artifici...
SciFi PVC pl...
Silicone Coat
Silver Pure
Steel Painted

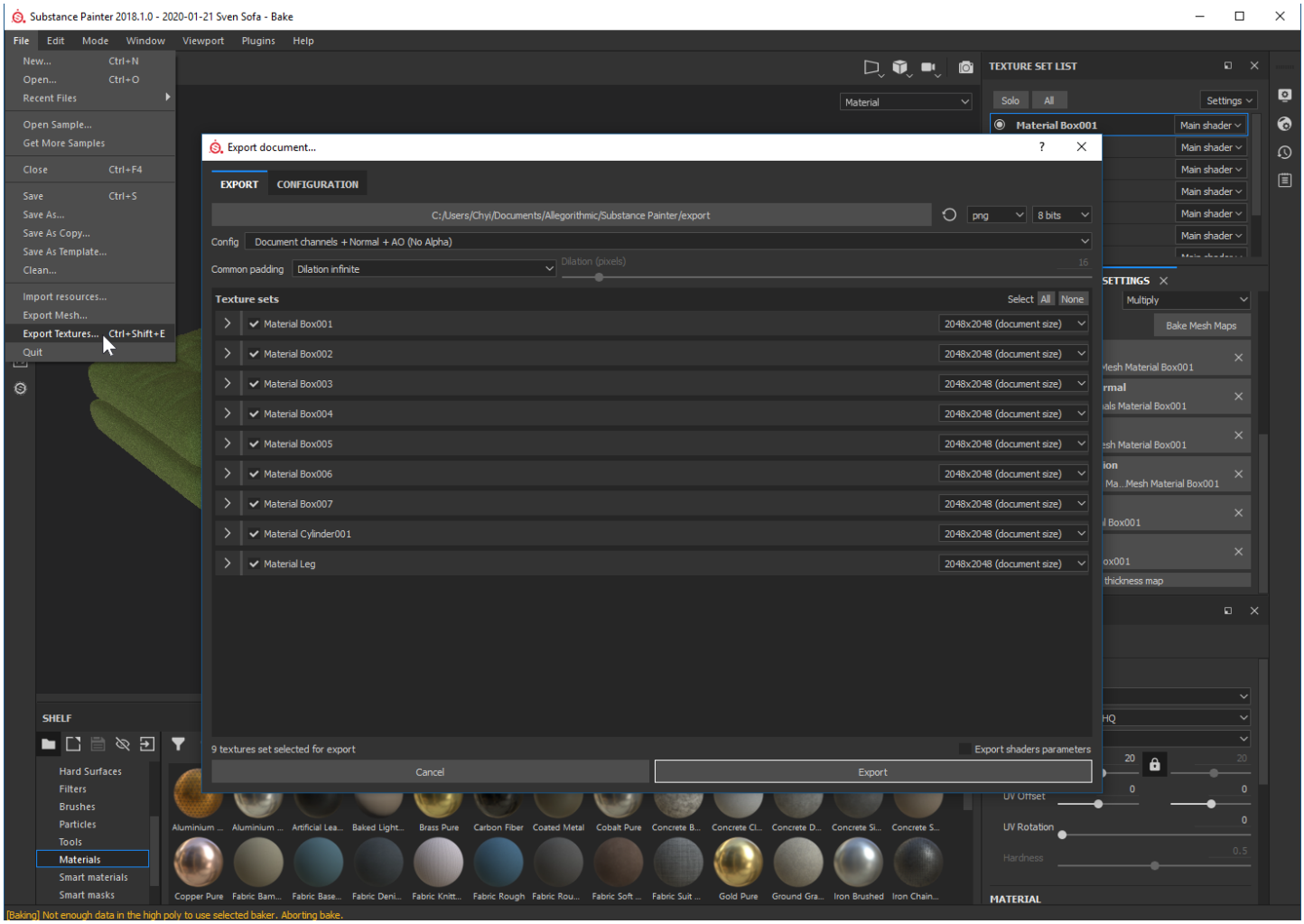

Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa
File Edit Mode Window Viewport Plugins Help
Baking
Mesh maps: All None
Common
Normal
World space normal
ID
Ambient occlusion
Curvature
Position
Thickness
Common parameters
Output Size 4096
Dilation width 1
Apply Diffusion
High poly parameters
Use Low Poly Mesh as High Poly Mesh
High Definition Meshes
Use Cage
Cage File
Max Frontal Distance 0.01
Max Rear Distance 0.01
Relative to Bounding Box
Average Normals
Ignore back-facing triangles when trying to match low and high resolution geometry
Disable help
Cancel
Bake all texture sets
Bake Material Leg Mesh Maps
TEXTURE SET LIST
Material Box001
Material Box002
Material Box003
Material Box004
Material Box005
Material Box006
Material Box007
Material Cylinder002
Material Leg
LAYERS
TEXTURE SET SETTINGS
Size 4096
Channels
Base Color sRGB8
Metallic L8
Roughness L8
Normal RGB16F
Height L16F
Normal mixing Combine
Ambient occlusion mixing Multiply
Mesh maps
Bake Mesh Maps
Select normal map
PROPERTIES - FILL
MATERIAL
color metal rough nrm height
Material mode
No Resource Selected
Or
Base Color
uniform color
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...

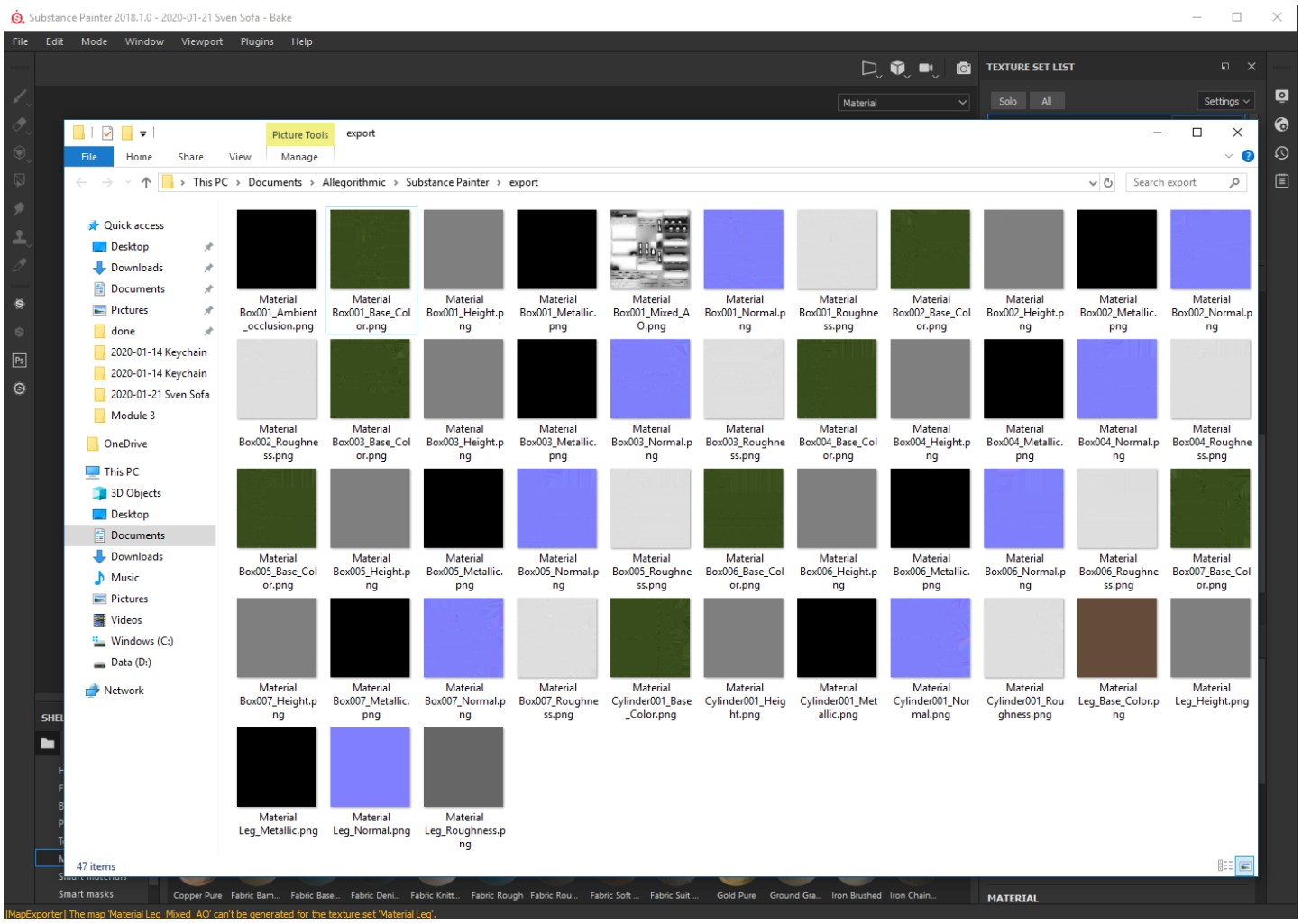

Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa - Bake
File Edit Mode Window Viewport Plugins Help
Painting F9
Rendering (Iray) F10
Rendering (Iray)
TEXTURE SET LIST
Material Box001
Material Box002
Material Box003
Material Box004
Material Box005
Material Box006
LAYERS
TEXTURE SET SETTINGS
Mesh maps
Bake Mesh Maps
Normal
Normal Map from Mesh Material Box001
World space normal
World Space Normals Material Box001
ID
Color Map from Mesh Material Box001
Ambient occlusion
Curvature
Curvature Material Box001
Position
Position Material Box001
Thickness
Thickness Map from Mesh Material Box001
PROPERTIES - FILL
FILL
Projection UV projection
Filtering Bilinear | HQ
Tiling Repeat
UV Scale
UV Offset
UV Rotation
Hardness
MATERIAL
SHELF
Procedurals
Textures
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials
[Baking] Not enough data in the high poly to use selected baker. Aborting bake.

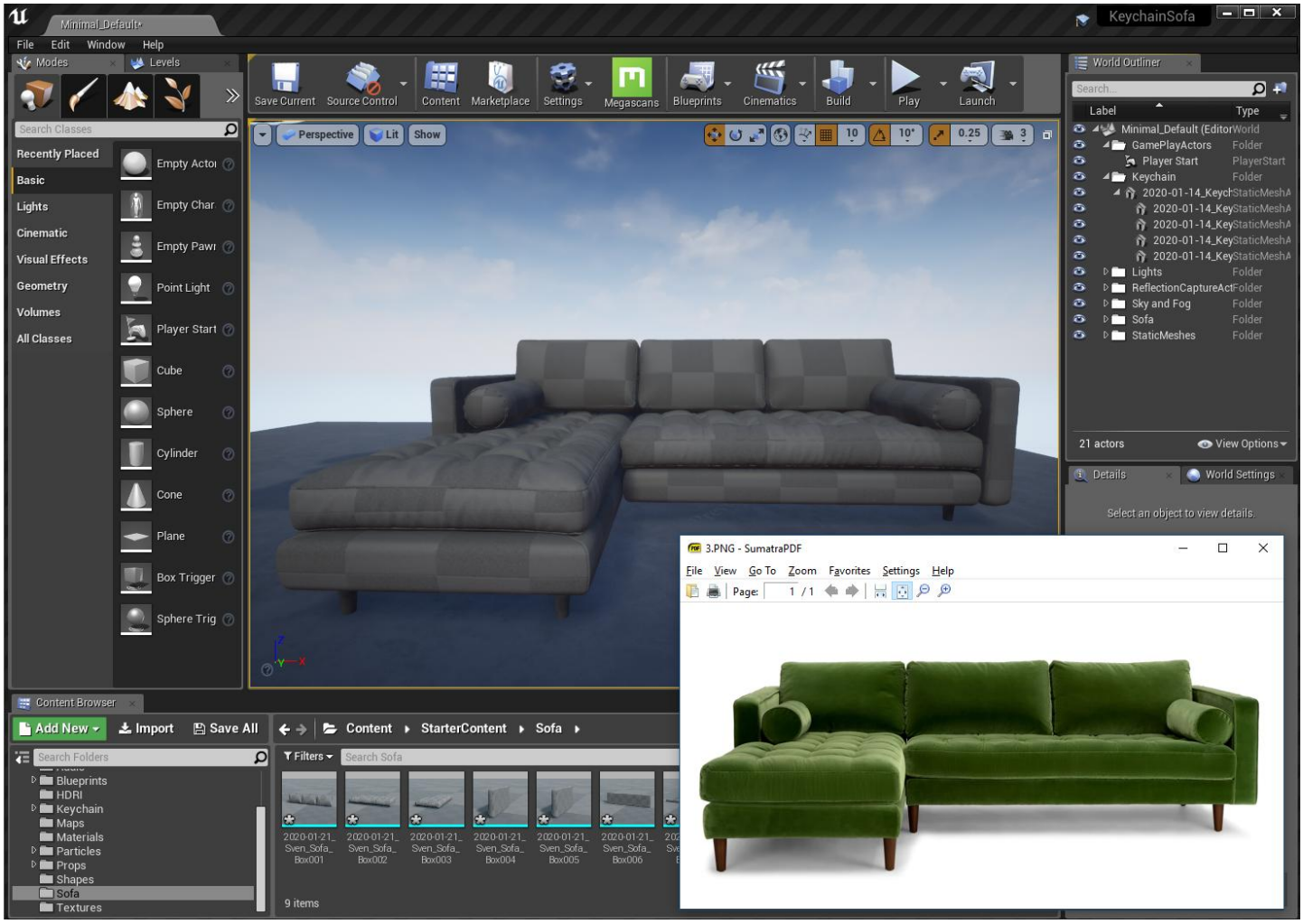
Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa - Bake
File Edit Mode Window Viewport Plugins Help
RENDERER SETTINGS
Iray Info
Status: Done
Resolution: 1070x921
Scene size: X=98.53, Y=34.85, Z=67.32
Iterations: 33/1000
Rendering time: 00:00:10/00:00:10
Pause Iray rendering
Min Samples 5
Max Samples 1000
Max Time 10
Seconds
Caustic Sampler Enabled Off
Firefly Filter Enabled On
Override viewport resolution
DISPLAY SETTINGS
SHADER SETTINGS
View mode Material
ENVIRONMENT SETTINGS
Environment
Environment Map panorama
Environment Opacity 0
Environment Exposure (EV) 0
Environment Rotation 203
Environment Blur 35
Shadows
Shadows
Computation mode Lightweight
Shadows opacity 100
Dome
Dome Type Sphere with ground
Radius 2463.3
[Baking] Not enough data in the high poly to use selected baker. Aborting bake.

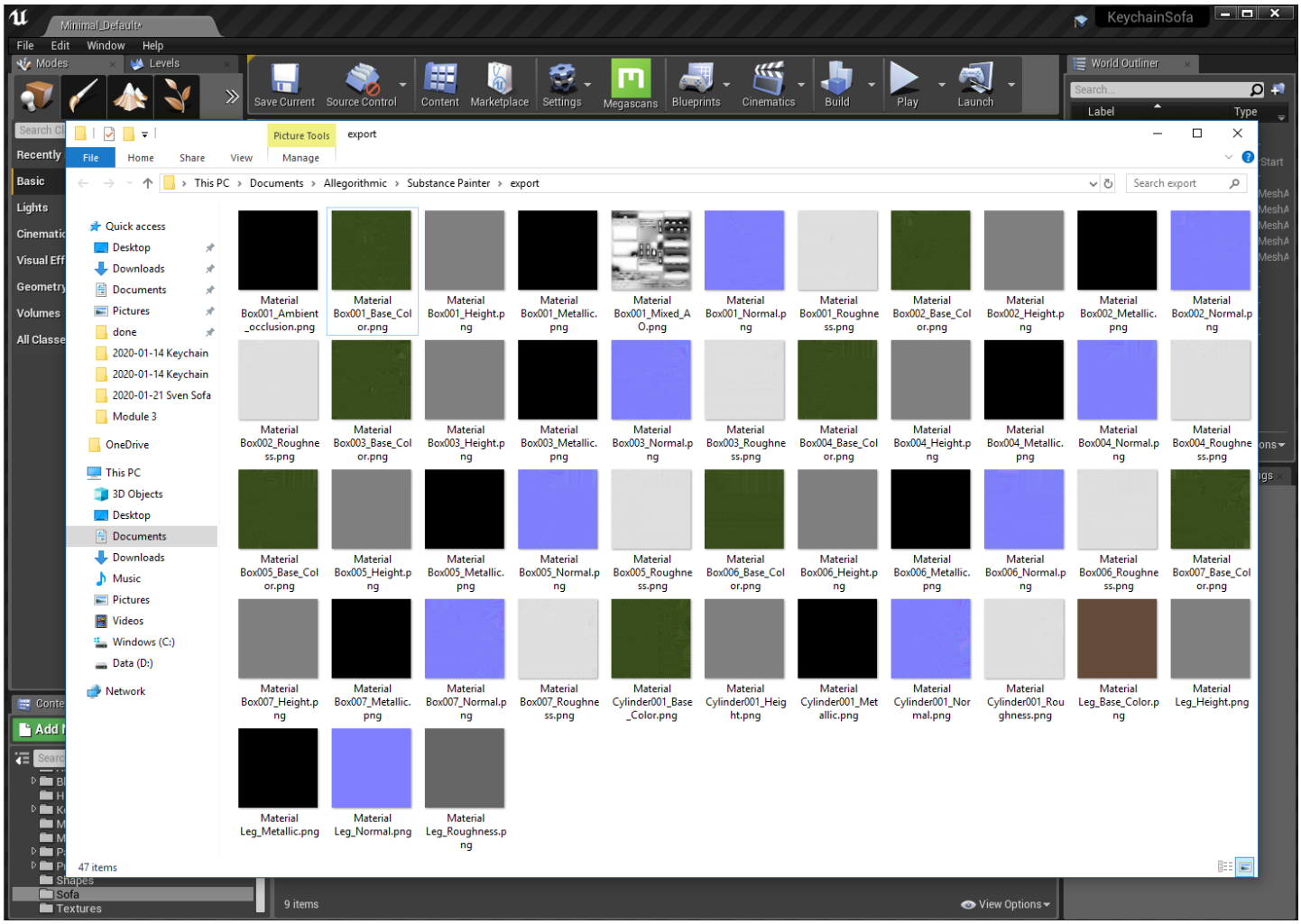

Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa - Bake
File Edit Mode Window Viewport Plugins Help
RENDERER SETTINGS
Iray Info
Status: Done
Resolution: 1070x921
Scene size: X=98.53, Y=34.85, Z=67.32
Iterations: 1000/1000
Rendering time: 00:02:52/00:06:00
Pause Iray rendering
Min Samples 200
Max Samples 1000
Max Time 6
Minutes
Caustic Sampler Enabled Off
Firefly Filter Enabled On
Override viewport resolution
DISPLAY SETTINGS
SHADER SETTINGS
View mode Material
ENVIRONMENT SETTINGS
Environment
Environment Map lebombo_4k
Environment Opacity 0
Environment Exposure (EV) 0
Environment Rotation 198
Environment Blur 35
Shadows
Shadows
Computation mode Lightweight
Shadows opacity 100
Dome
Dome Type Sphere with ground
Radius 2403.7
[Baking] Not enough data in the high poly to use selected baker. Aborting bake.

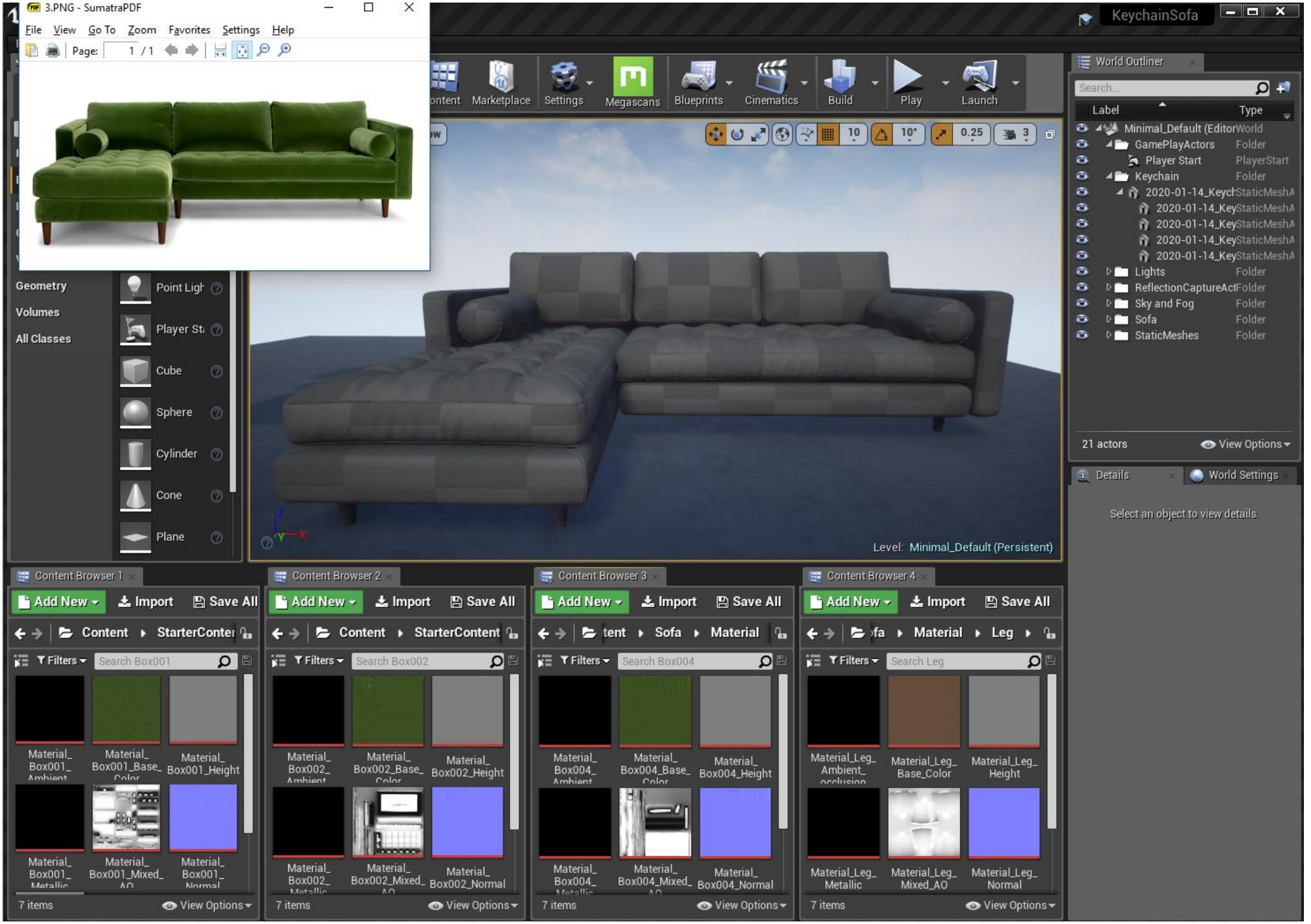
Substance Painter - Iray Rendering

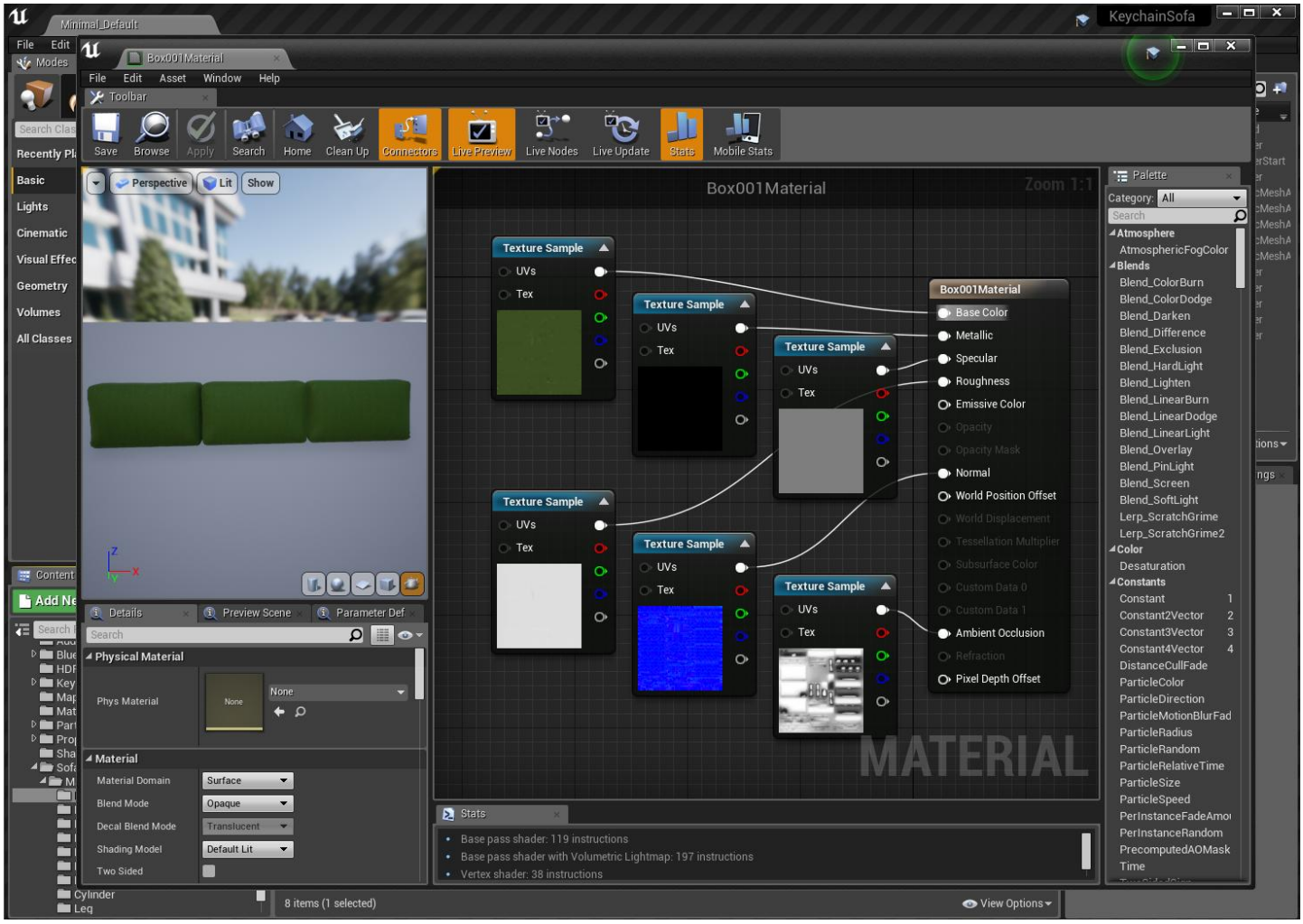

Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa - Bake
File Edit Mode Window Viewport Plugins Help
New... Ctrl+N
Open... Ctrl+O
Recent Files
Open Sample...
Get More Samples
Close Ctrl+F4
Save Ctrl+S
Save As...
Save As Copy...
Save As Template...
Clean...
Import resources...
Export Mesh...
Export Textures... Ctrl+Shift+E
Quit
Export document...
EXPORT
CONFIGURATION
C:/Users/Chyi/Documents/Allegorithmic/Substance Painter/export
png
8 bits
Config
Document channels + Normal + AO (No Alpha)
Common padding
Dilation infinite
Dilation (pixels)
Texture sets
Select All None
Material Box001
Material Box002
Material Box003
Material Box004
Material Box005
Material Box006
Material Box007
Material Cylinder001
Material Leg
2048x2048 (document size)
9 textures set selected for export
Export shaders parameters
Cancel
Export
TEXTURE SET LIST
Solo All
Settings
Material Box001
Main shader
SETTINGS
Multiply
Bake Mesh Maps
SHELF
Hard Surfaces
Filters
Brushes
Particles
Tools
Materials
Smart materials
Smart masks
UV Offset
UV Rotation
Hardness
MATERIAL
[Baking] Not enough data in the high poly to use selected baker. Aborting bake.

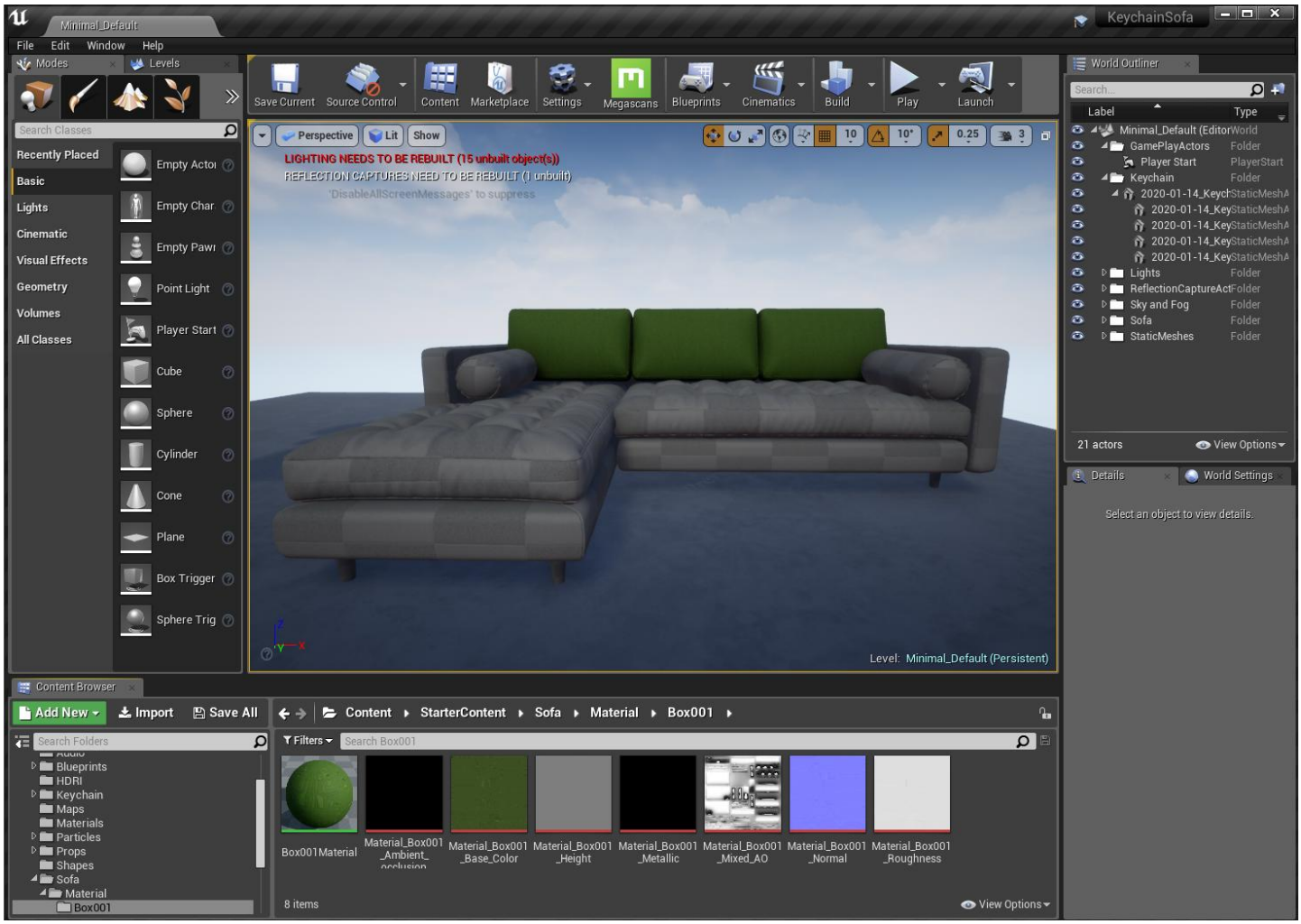

Substance Painter 2018.1.0 - 2020-01-21 Sven Sofa - Bake
File Edit Mode Window Viewport Plugins Help
TEXTURE SET LIST
Solo All
Settings
Material
Picture Tools
export
File Home Share View Manage
This PC › Documents › Allegorithmic › Substance Painter › export
Search export
Quick access
Desktop
Downloads
Documents
Pictures
done
2020-01-14 Keychain
2020-01-14 Keychain
2020-01-21 Sven Sofa
Module 3
OneDrive
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
Material Box001_Ambient_occlusion.png
Material Box001_Base_Color.png
Material Box001_Height.png
Material Box001_Metallic.png
Material Box001_Mixed_AO.png
Material Box001_Normal.png
Material Box001_Roughness.png
Material Box002_Base_Color.png
Material Box002_Height.png
Material Box002_Metallic.png
Material Box002_Normal.png
Material Box002_Roughness.png
Material Box003_Base_Color.png
Material Box003_Height.png
Material Box003_Metallic.png
Material Box003_Normal.png
Material Box003_Roughness.png
Material Box004_Base_Color.png
Material Box004_Height.png
Material Box004_Metallic.png
Material Box004_Normal.png
Material Box004_Roughness.png
Material Box005_Base_Color.png
Material Box005_Height.png
Material Box005_Metallic.png
Material Box005_Normal.png
Material Box005_Roughness.png
Material Box006_Base_Color.png
Material Box006_Height.png
Material Box006_Metallic.png
Material Box006_Normal.png
Material Box006_Roughness.png
Material Box007_Base_Color.png
Material Box007_Height.png
Material Box007_Metallic.png
Material Box007_Normal.png
Material Box007_Roughness.png
Material Cylinder001_Base_Color.png
Material Cylinder001_Height.png
Material Cylinder001_Metallic.png
Material Cylinder001_Normal.png
Material Cylinder001_Roughness.png
Material Leg_Base_Color.png
Material Leg_Height.png
Material Leg_Metallic.png
Material Leg_Normal.png
Material Leg_Roughness.png
47 items
MATERIAL
[MapExporter] The map 'Material Leg_Mixed_AO' can't be generated for the texture set 'Material Leg'.

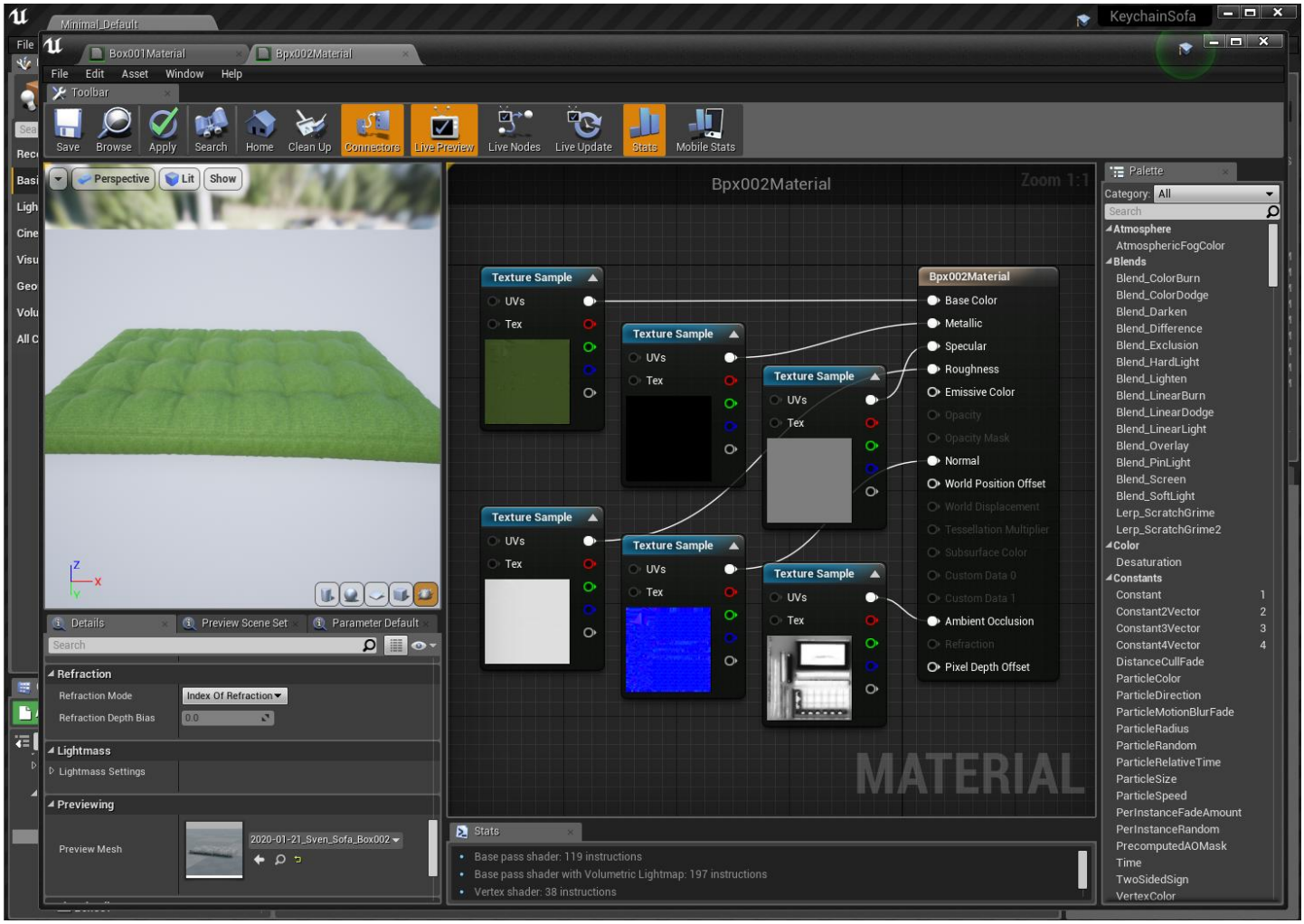

Minimal_Default*
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
World Outliner
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
Minimal_Default (Editor)
GamePlayActors
Player Start
Keychain
Lights
ReflectionCaptureAct
Sky and Fog
Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help
Page: 1 / 1
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Search Folders
Filters
Search Sofa
Blueprints
HDRI
Keychain
Maps
Materials
Particles
Props
Shapes
Sofa
Textures
9 items

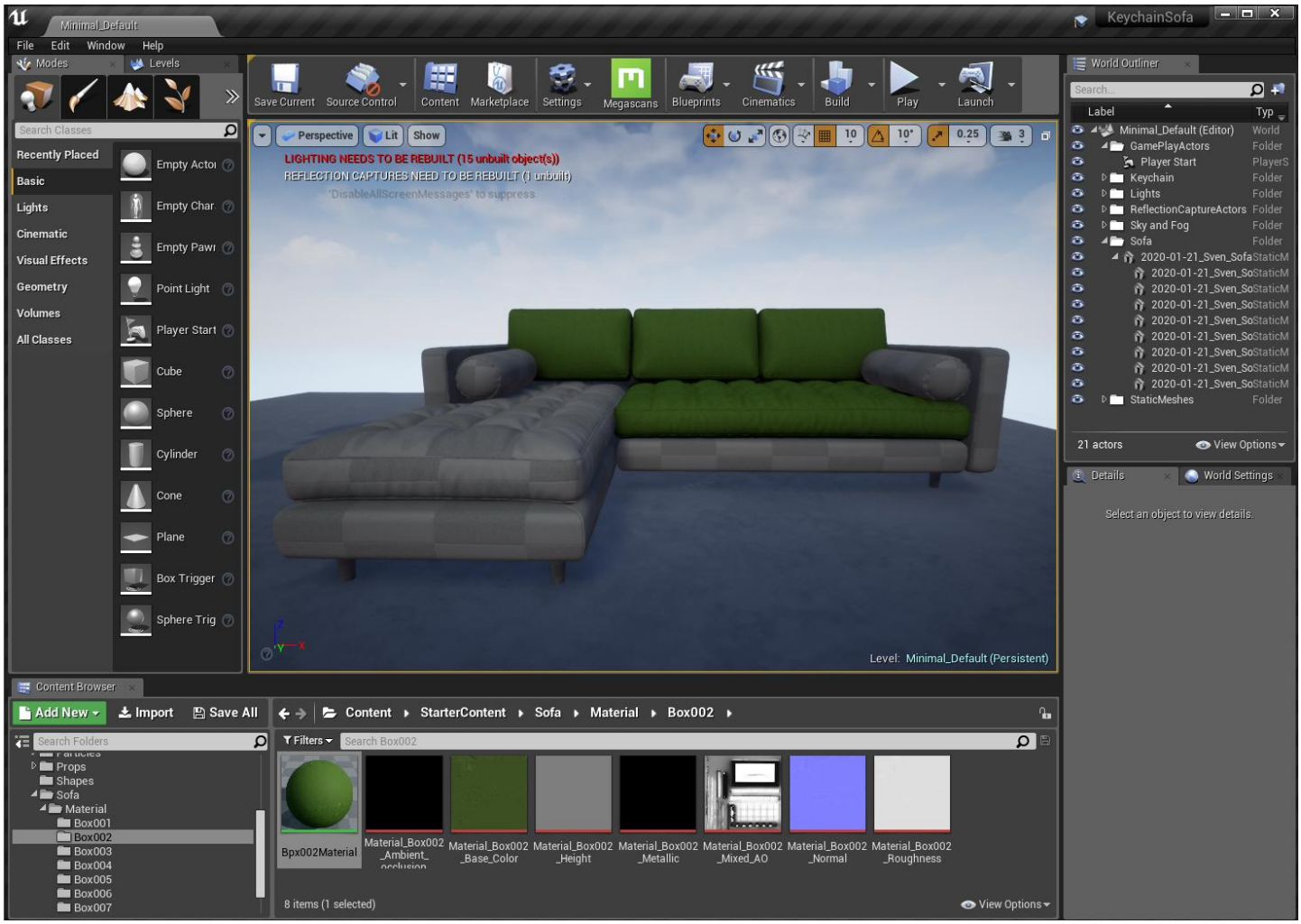

Minimal_Default*
KeychainSofa
Picture Tools
export
File Home Share View Manage
This PC › Documents › Allegorithmic › Substance Painter › export
Search export
Quick access
Desktop
Downloads
Documents
Pictures
done
2020-01-14 Keychain
2020-01-14 Keychain
2020-01-21 Sven Sofa
Module 3
OneDrive
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
Material Box001_Ambient_occlusion.png
Material Box001_Base_Color.png
Material Box001_Height.png
Material Box001_Metallic.png
Material Box001_Mixed_AO.png
Material Box001_Normal.png
Material Box001_Roughness.png
Material Box002_Base_Color.png
Material Box002_Height.png
Material Box002_Metallic.png
Material Box002_Normal.png
Material Box002_Roughness.png
Material Box003_Base_Color.png
Material Box003_Height.png
Material Box003_Metallic.png
Material Box003_Normal.png
Material Box003_Roughness.png
Material Box004_Base_Color.png
Material Box004_Height.png
Material Box004_Metallic.png
Material Box004_Normal.png
Material Box004_Roughness.png
Material Box005_Base_Color.png
Material Box005_Height.png
Material Box005_Metallic.png
Material Box005_Normal.png
Material Box005_Roughness.png
Material Box006_Base_Color.png
Material Box006_Height.png
Material Box006_Metallic.png
Material Box006_Normal.png
Material Box006_Roughness.png
Material Box007_Base_Color.png
Material Box007_Height.png
Material Box007_Metallic.png
Material Box007_Normal.png
Material Box007_Roughness.png
Material Cylinder001_Base_Color.png
Material Cylinder001_Height.png
Material Cylinder001_Metallic.png
Material Cylinder001_Normal.png
Material Cylinder001_Roughness.png
Material Leg_Base_Color.png
Material Leg_Height.png
Material Leg_Metallic.png
Material Leg_Normal.png
Material Leg_Roughness.png
47 items
9 items
View Options

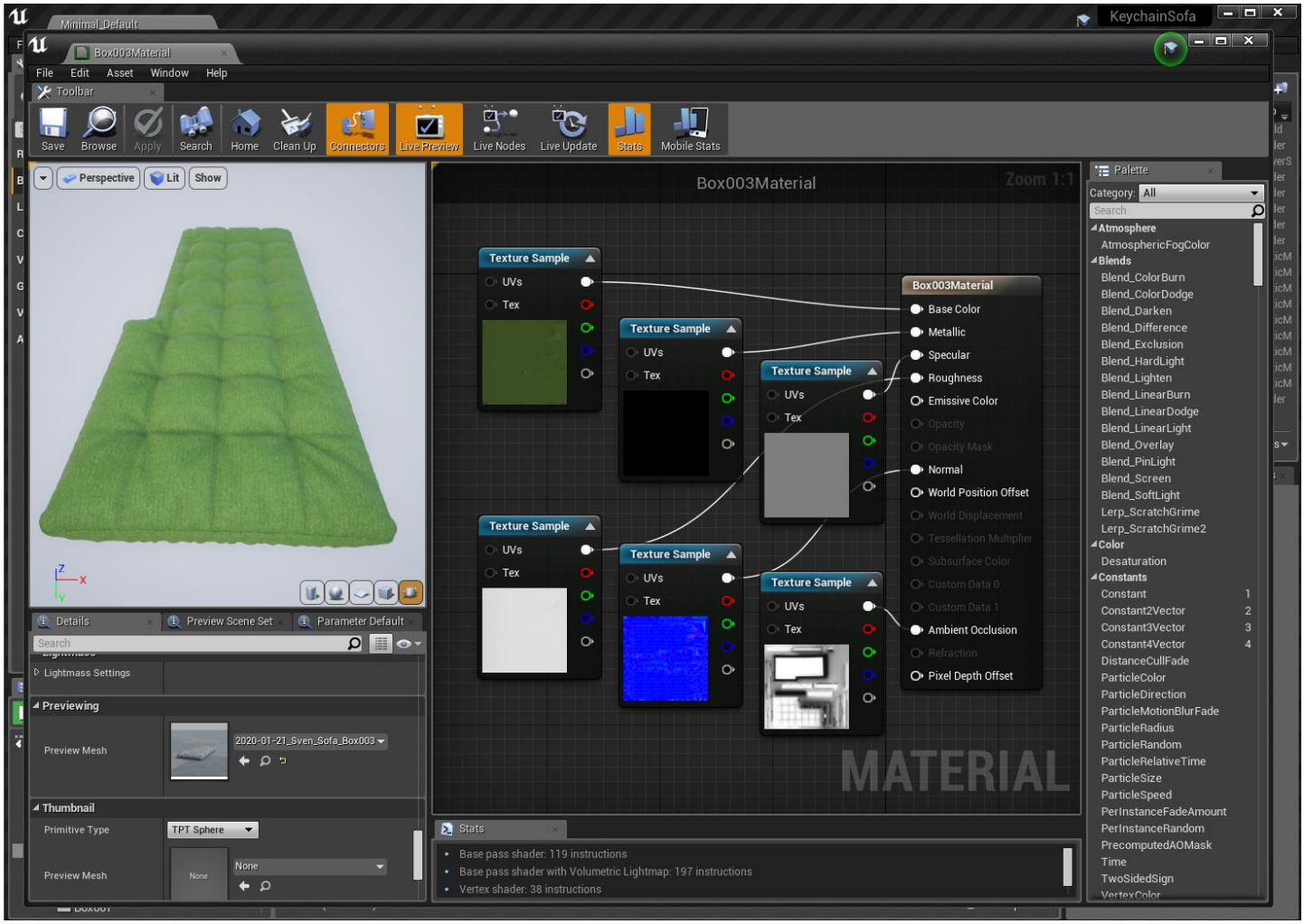

3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help
Page: 1 / 1
KeychainSofa
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
World Outliner
Search...
Label
Type
Minimal_Default (Editor
World
GamePlayActors
Folder
Player Start
PlayerStart
Keychain
Folder
2020-01-14_Keych
StaticMeshA
2020-01-14_Key
StaticMeshA
Lights
Folder
ReflectionCaptureAct
Folder
Sky and Fog
Folder
Sofa
Folder
StaticMeshes
Folder
21 actors
View Options
Details
World Settings
Select an object to view details.
Geometry
Volumes
All Classes
Point Ligh
Player St
Cube
Sphere
Cylinder
Cone
Plane
Level: Minimal_Default (Persistent)
Content Browser 1
Content Browser 2
Content Browser 3
Content Browser 4
Add New
Import
Save All
Content
StarterConten
StarterContent
Sofa
Material
Leg
Filters
Search Box001
Search Box002
Search Box004
Search Leg
Material_Box001_Ambient
Material_Box001_Base_Color
Material_Box001_Height
Material_Box001_Metallic
Material_Box001_Mixed_AO
Material_Box001_Normal
Material_Box002_Ambient
Material_Box002_Base_Color
Material_Box002_Height
Material_Box002_Metallic
Material_Box002_Mixed_AO
Material_Box002_Normal
Material_Box004_Ambient
Material_Box004_Base_Color
Material_Box004_Height
Material_Box004_Metallic
Material_Box004_Mixed_AO
Material_Box004_Normal
Material_Leg_Ambient_occlusion
Material_Leg_Base_Color
Material_Leg_Height
Material_Leg_Metallic
Material_Leg_Mixed_AO
Material_Leg_Normal
7 items
View Options

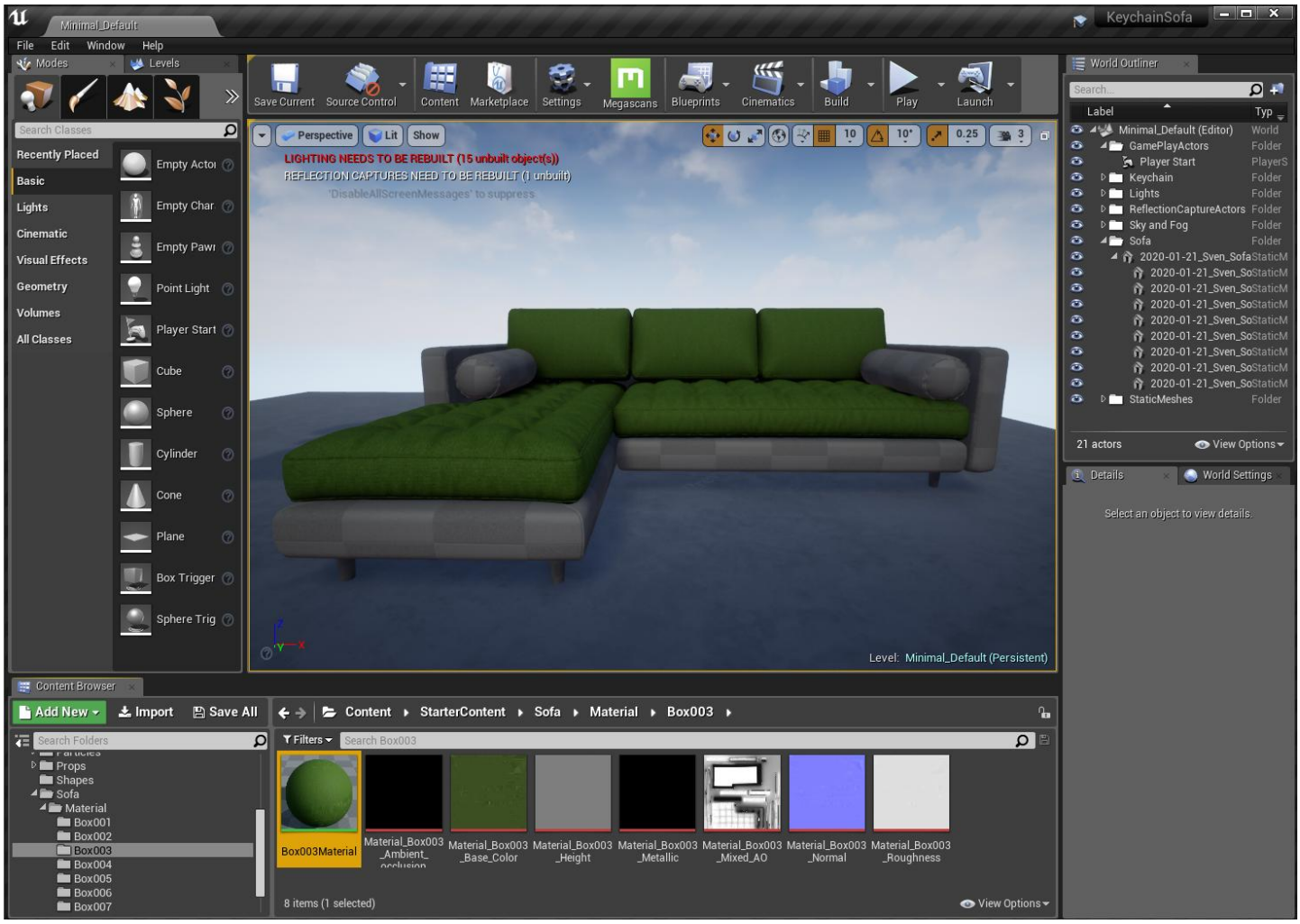

Minimal_Default
KeychainSofa
Box001Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Box001Material
Zoom 1:1
Texture Sample
UVs
Tex
Box001Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFad
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmo
PerInstanceRandom
PrecomputedAOMask
Time
Details
Preview Scene
Parameter Def
Physical Material
Phys Material
None
Material
Material Domain
Surface
Blend Mode
Opaque
Decal Blend Mode
Translucent
Shading Model
Default Lit
Two Sided
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions
8 items (1 selected)
View Options

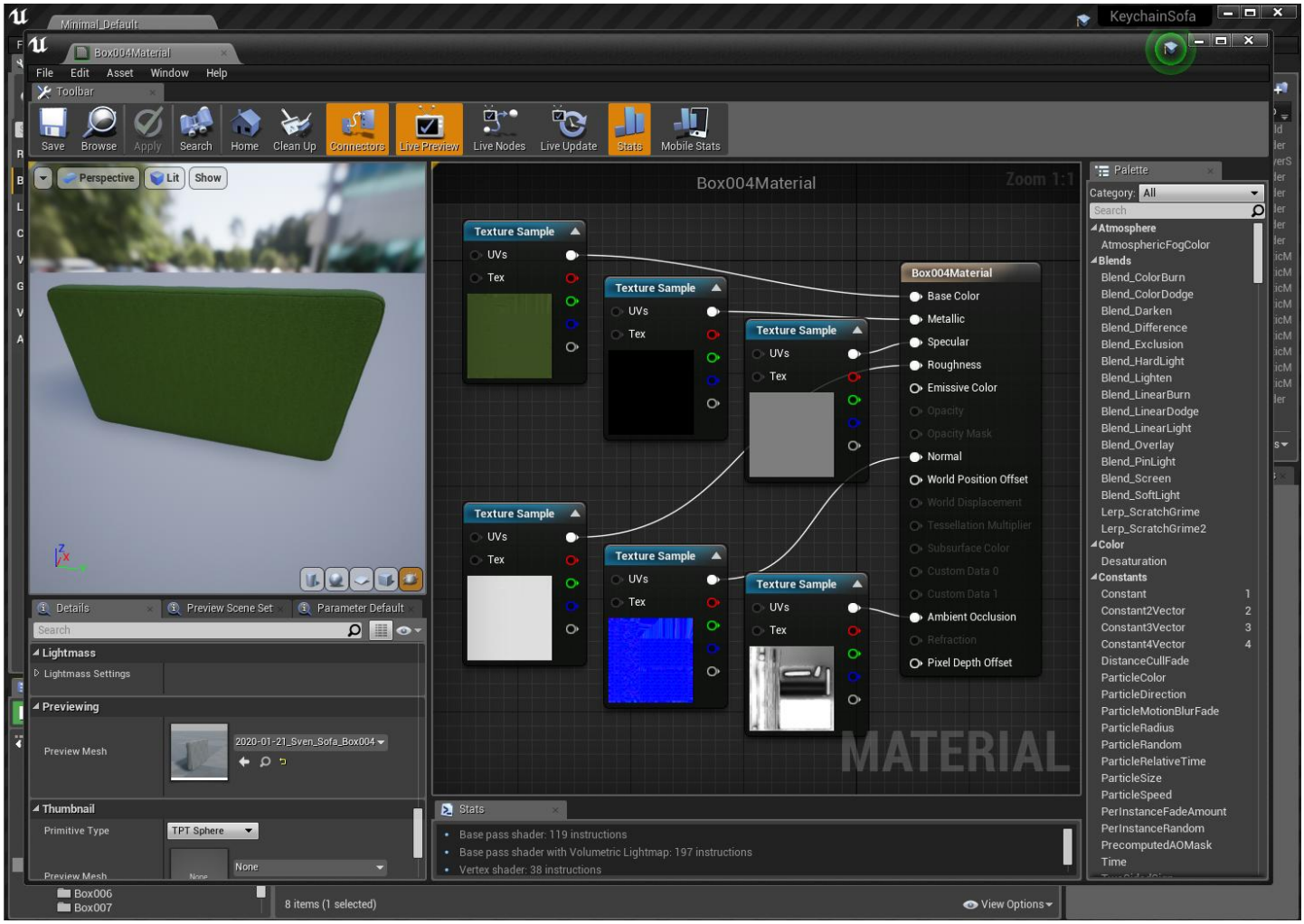

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
'DisableAllScreenMessages' to suppress
Level: Minimal_Default (Persistent)
World Outliner
Label
Type
Minimal_Default (Editor)
GamePlayActors
Player Start
Keychain
Lights
ReflectionCaptureAct
Sky and Fog
Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Box001
Search Folders
Blueprints
HDRI
Keychain
Maps
Materials
Particles
Props
Shapes
Sofa
Material
Box001
Filters
Search Box001
Box001Material
Material_Box001_Ambient_occlusion
Material_Box001_Base_Color
Material_Box001_Height
Material_Box001_Metallic
Material_Box001_Mixed_AO
Material_Box001_Normal
Material_Box001_Roughness
8 items
View Options

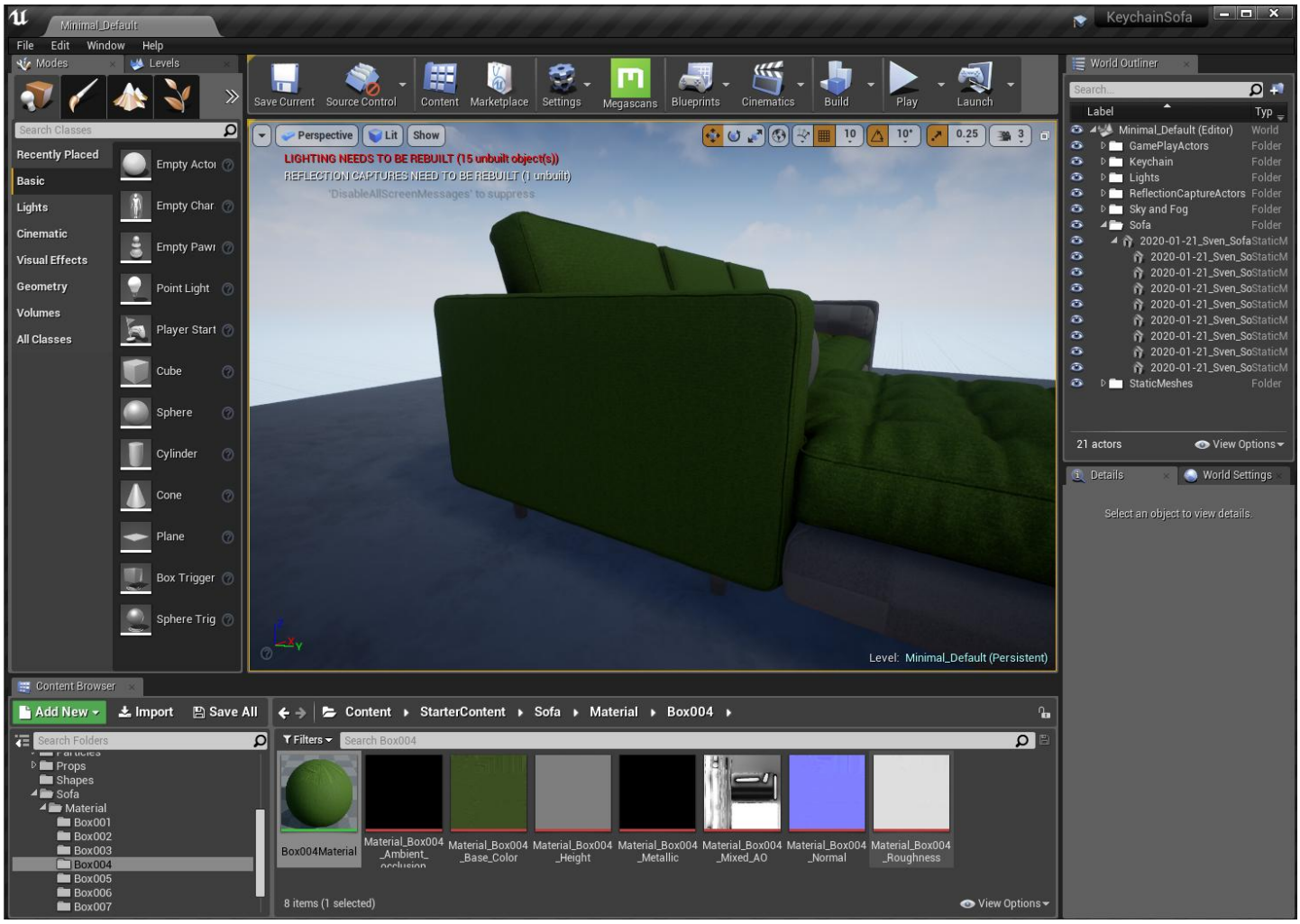

Minimal_Default
KeychainSofa
Box001Material
Bpx002Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Bpx002Material
Zoom 1:1
Texture Sample
UVs
Tex
Bpx002Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
Details
Preview Scene Set
Parameter Default
Refraction
Refraction Mode
Index Of Refraction
Refraction Depth Bias
Lightmass
Lightmass Settings
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Box002
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions

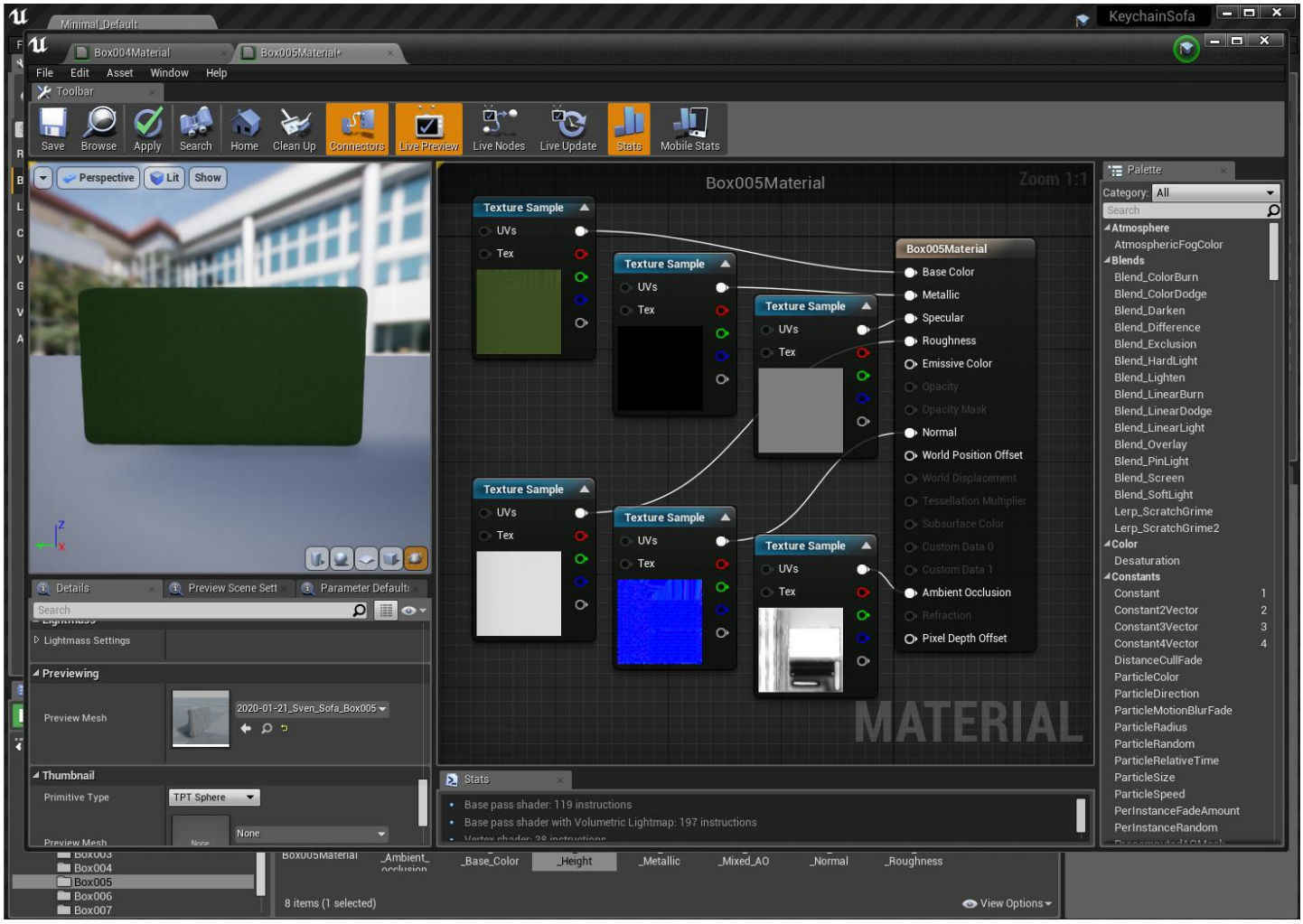

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective Lit Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
'DisableAllScreenMessages' to suppress
Level: Minimal_Default (Persistent)
World Outliner
Label
Minimal_Default (Editor)
GamePlayActors
Player Start
Keychain
Lights
ReflectionCaptureActors
Sky and Fog
Sofa
2020-01-21_Sven_Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content StarterContent Sofa Material Box002
Search Folders
Props
Shapes
Sofa
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Filters
Search Box002
Bpx002Material
Material_Box002_Ambient_occlusion
Material_Box002_Base_Color
Material_Box002_Height
Material_Box002_Metallic
Material_Box002_Mixed_AO
Material_Box002_Normal
Material_Box002_Roughness
8 items (1 selected)
View Options

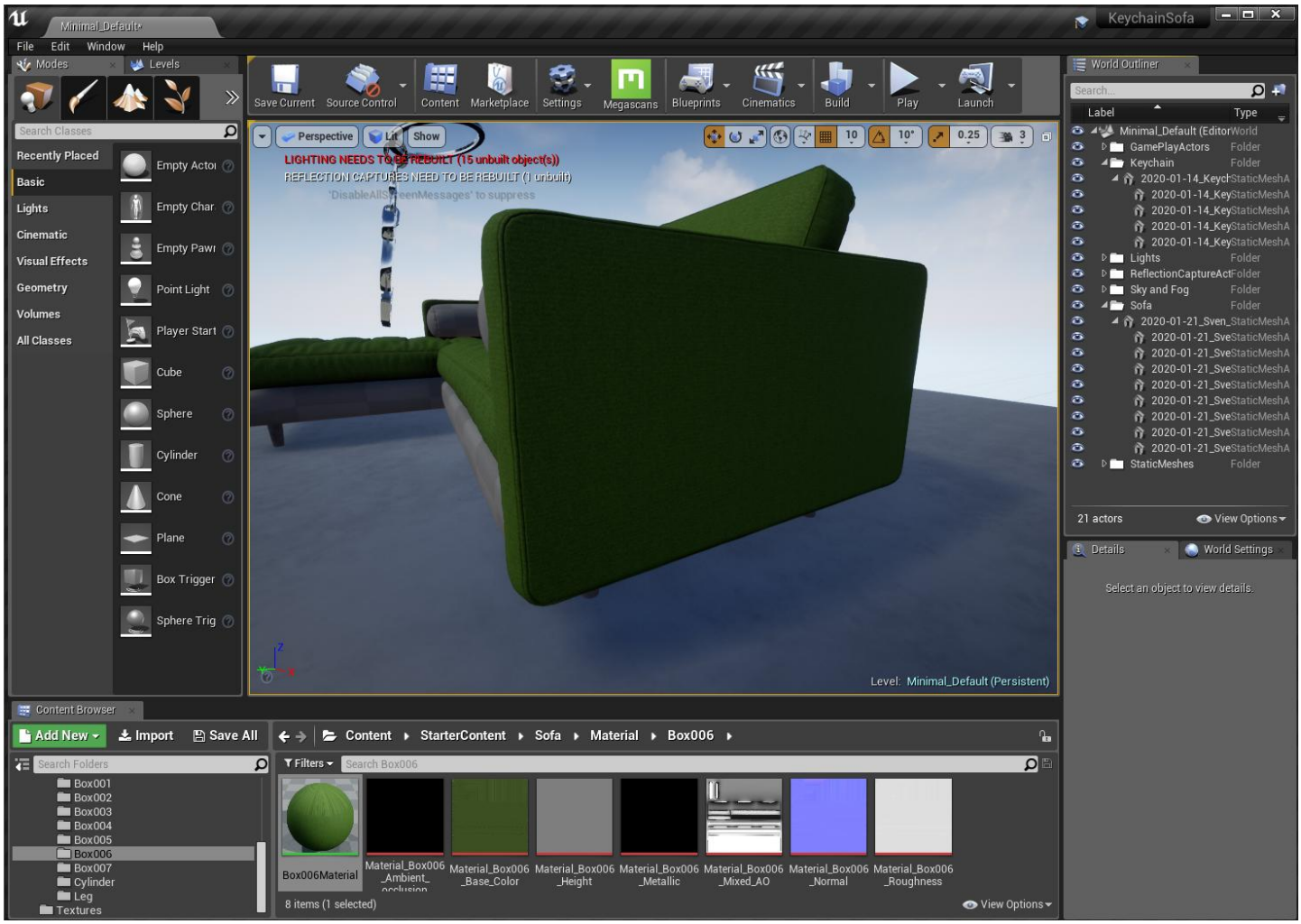

Minimal_Default
KeychainSofa
Box003Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Box003Material
Zoom 1:1
Texture Sample
UVs
Tex
Box003Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
Details
Preview Scene Set
Parameter Default
Lightmass Settings
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Box003
Thumbnail
Primitive Type
TPT Sphere
Preview Mesh
None
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions

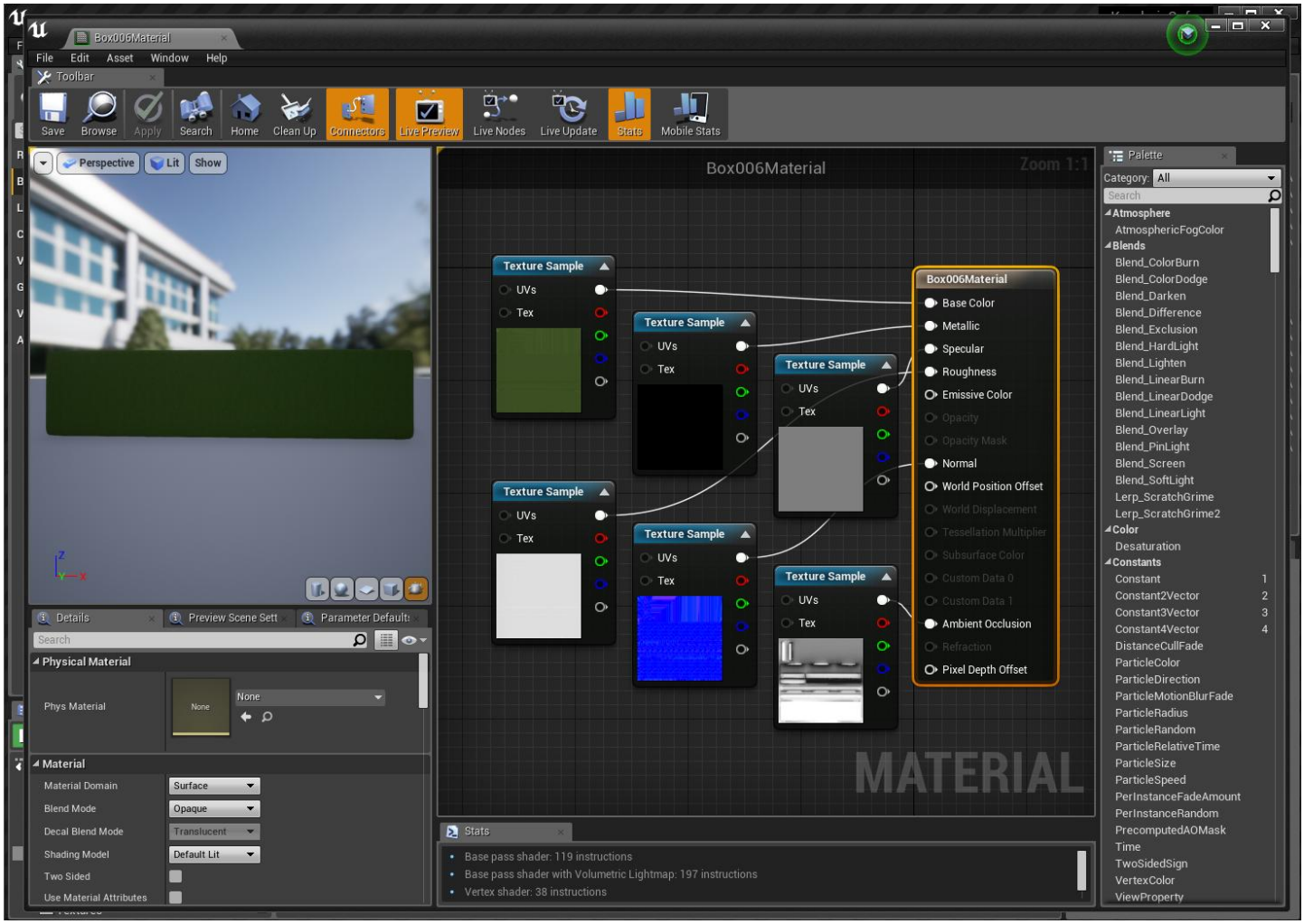

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
'DisableAllScreenMessages' to suppress
Level: Minimal_Default (Persistent)
World Outliner
Search...
Label
Minimal_Default (Editor)
GamePlayActors
Player Start
Keychain
Lights
ReflectionCaptureActors
Sky and Fog
Sofa
2020-01-21_Sven_Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Box003
Search Folders
Props
Shapes
Sofa
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Filters
Search Box003
Box003Material
Material_Box003_Ambient_occlusion
Material_Box003_Base_Color
Material_Box003_Height
Material_Box003_Metallic
Material_Box003_Mixed_AO
Material_Box003_Normal
Material_Box003_Roughness
8 items (1 selected)
View Options

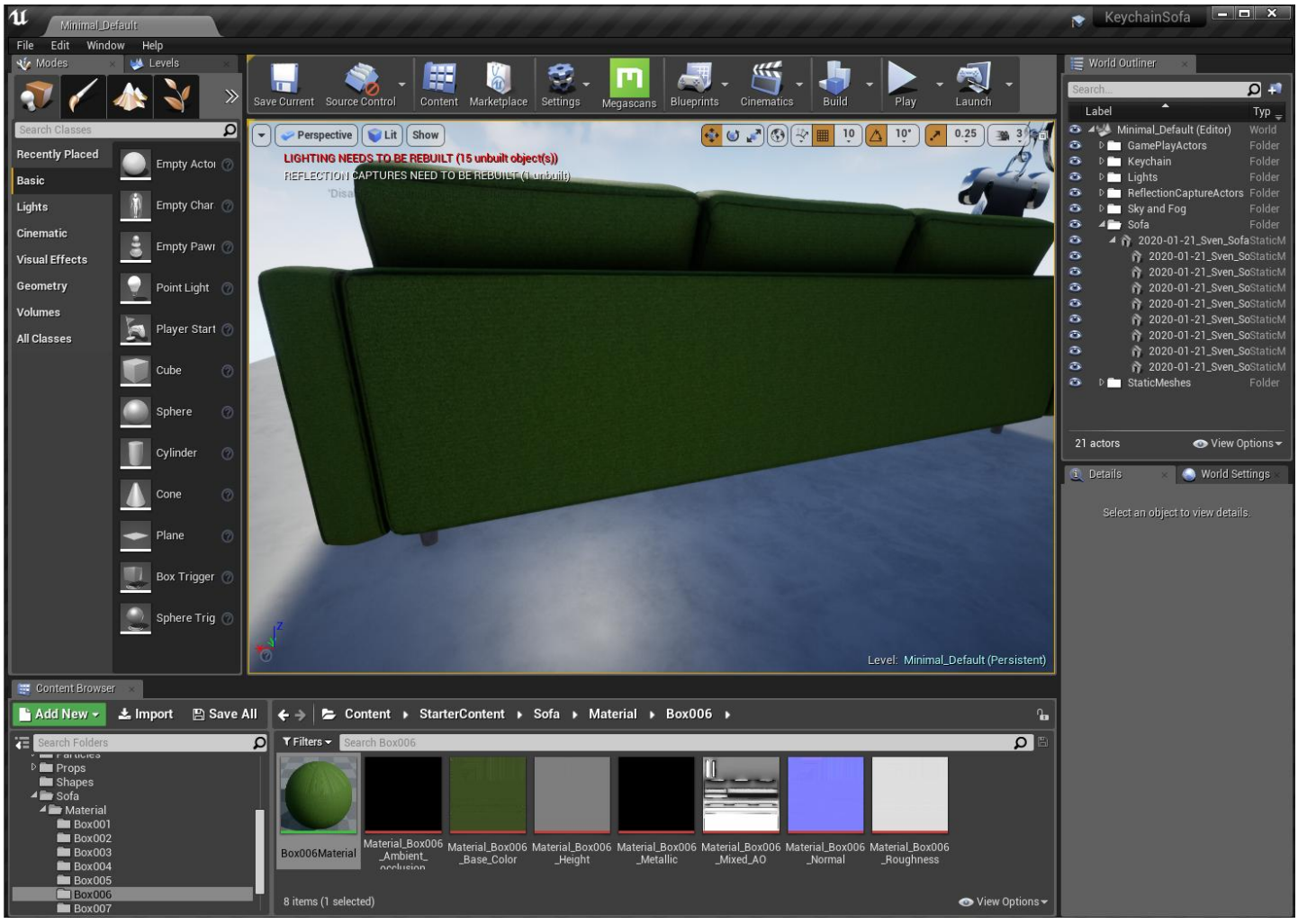

Minimal_Default
KeychainSofa
Box004Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Box004Material
Zoom 1:1
Texture Sample
UVs
Tex
Box004Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
Details
Preview Scene Set
Parameter Default
Lightmass
Lightmass Settings
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Box004
Thumbnail
Primitive Type
TPT Sphere
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions
Box006
Box007
8 items (1 selected)
View Options

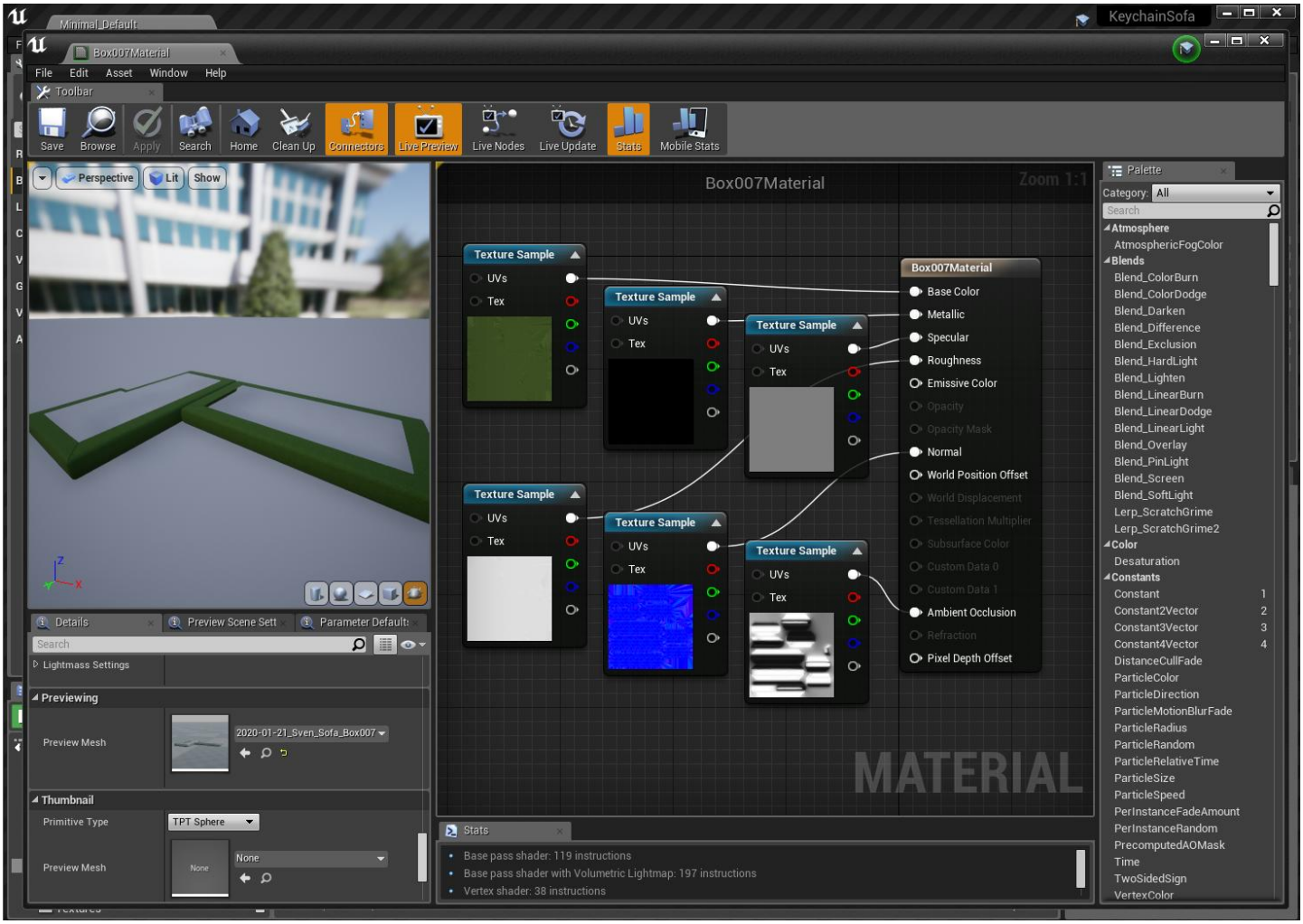

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
'DisableAllScreenMessages' to suppress
Level: Minimal_Default (Persistent)
World Outliner
Search...
Label
Minimal_Default (Editor)
GamePlayActors
Keychain
Lights
ReflectionCaptureActors
Sky and Fog
Sofa
2020-01-21_Sven_Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Box004
Search Folders
Filters
Search Box004
Props
Shapes
Sofa
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Box004Material
Material_Box004_Ambient_occlusion
Material_Box004_Base_Color
Material_Box004_Height
Material_Box004_Metallic
Material_Box004_Mixed_AO
Material_Box004_Normal
Material_Box004_Roughness
8 items (1 selected)
View Options


Box004Material
Box005Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Box005Material
Zoom 1:1
Texture Sample
UVs
Tex
Box005Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
Details
Preview Scene Sett
Parameter Default
Lightmass Settings
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Box005
Thumbnail
Primitive Type
TPT Sphere
None
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
_Base_Color
_Height
_Metallic
_Mixed_AO
_Normal
_Roughness
Box004
Box005
Box006
Box007
8 items (1 selected)
View Options

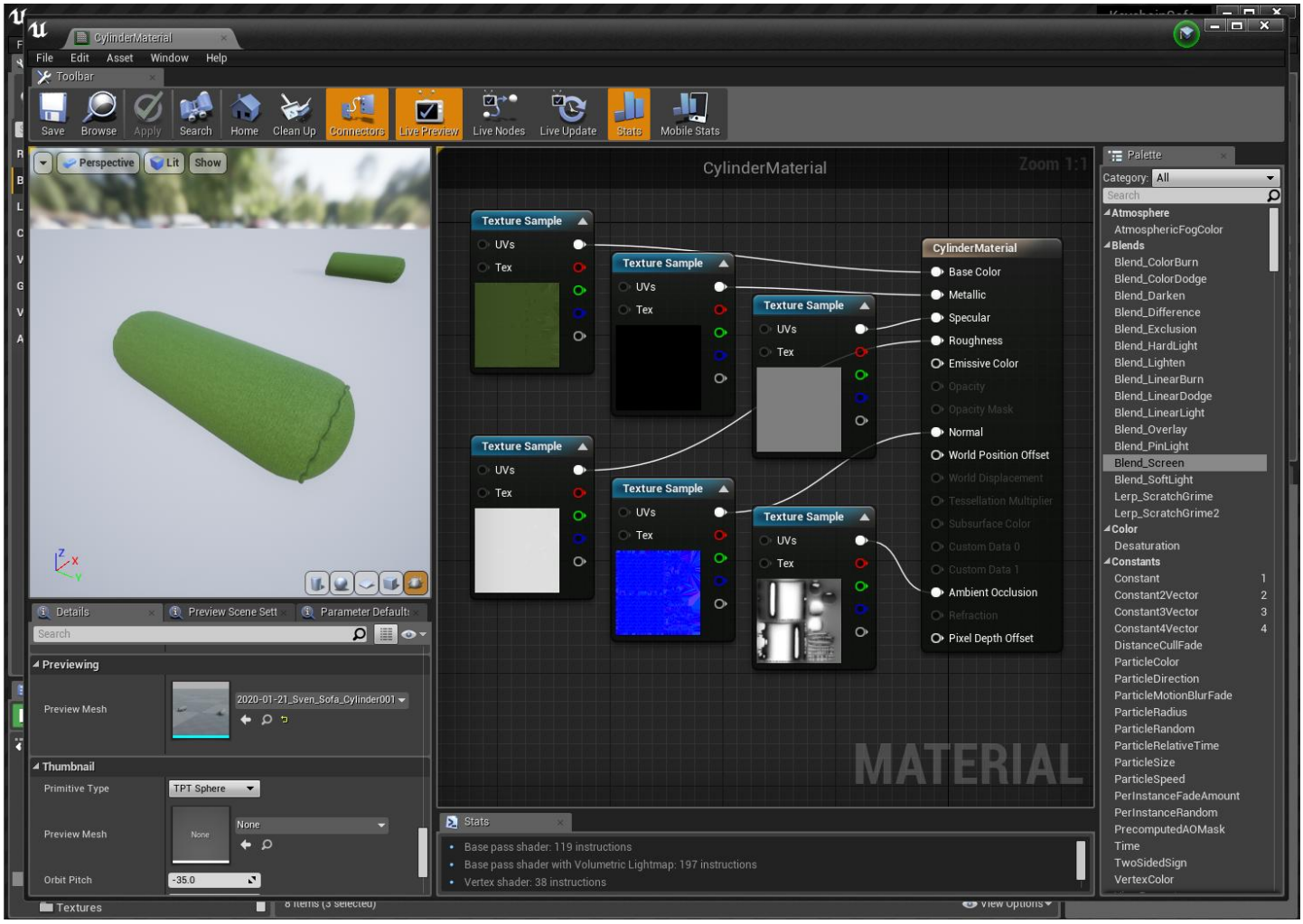

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
Level: Minimal_Default (Persistent)
World Outliner
Label
Type
Minimal_Default (Editor)
GamePlayActors
Keychain
Lights
ReflectionCaptureAct
Sky and Fog
Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Box006
Filters
Search Box006
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Cylinder
Leg
Textures
Box006Material
Material_Box006 _Ambient_ occlusion
Material_Box006 _Base_Color
Material_Box006 _Height
Material_Box006 _Metallic
Material_Box006 _Mixed_AO
Material_Box006 _Normal
Material_Box006 _Roughness
8 items (1 selected)
View Options

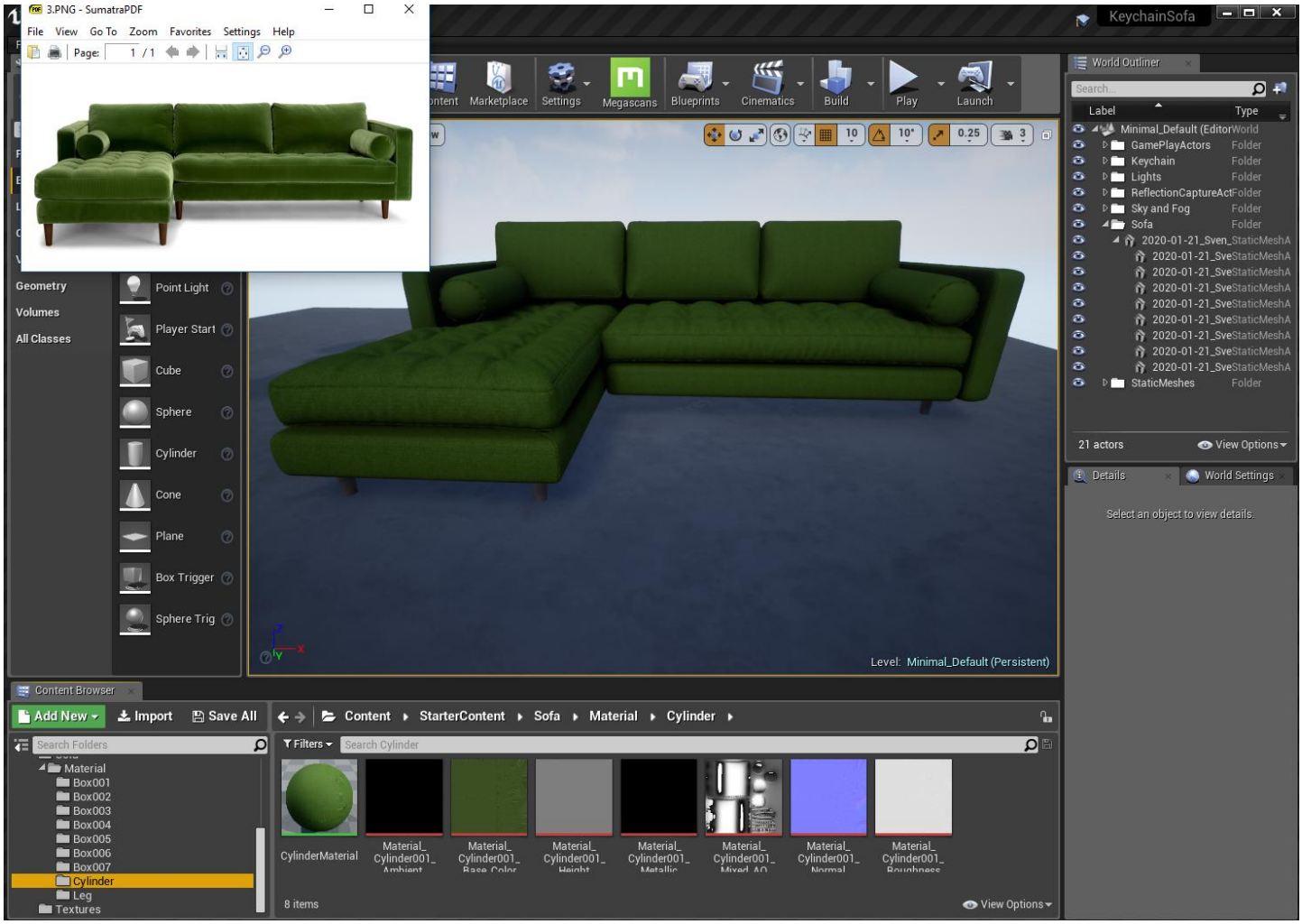

Box006Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Box006Material
Zoom 1:1
Texture Sample
UVs
Tex
Box006Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
ViewProperty
Details
Preview Scene Sett
Parameter Default
Physical Material
Phys Material
None
Material
Material Domain Surface
Blend Mode Opaque
Decal Blend Mode Translucent
Shading Model Default Lit
Two Sided
Use Material Attributes
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions

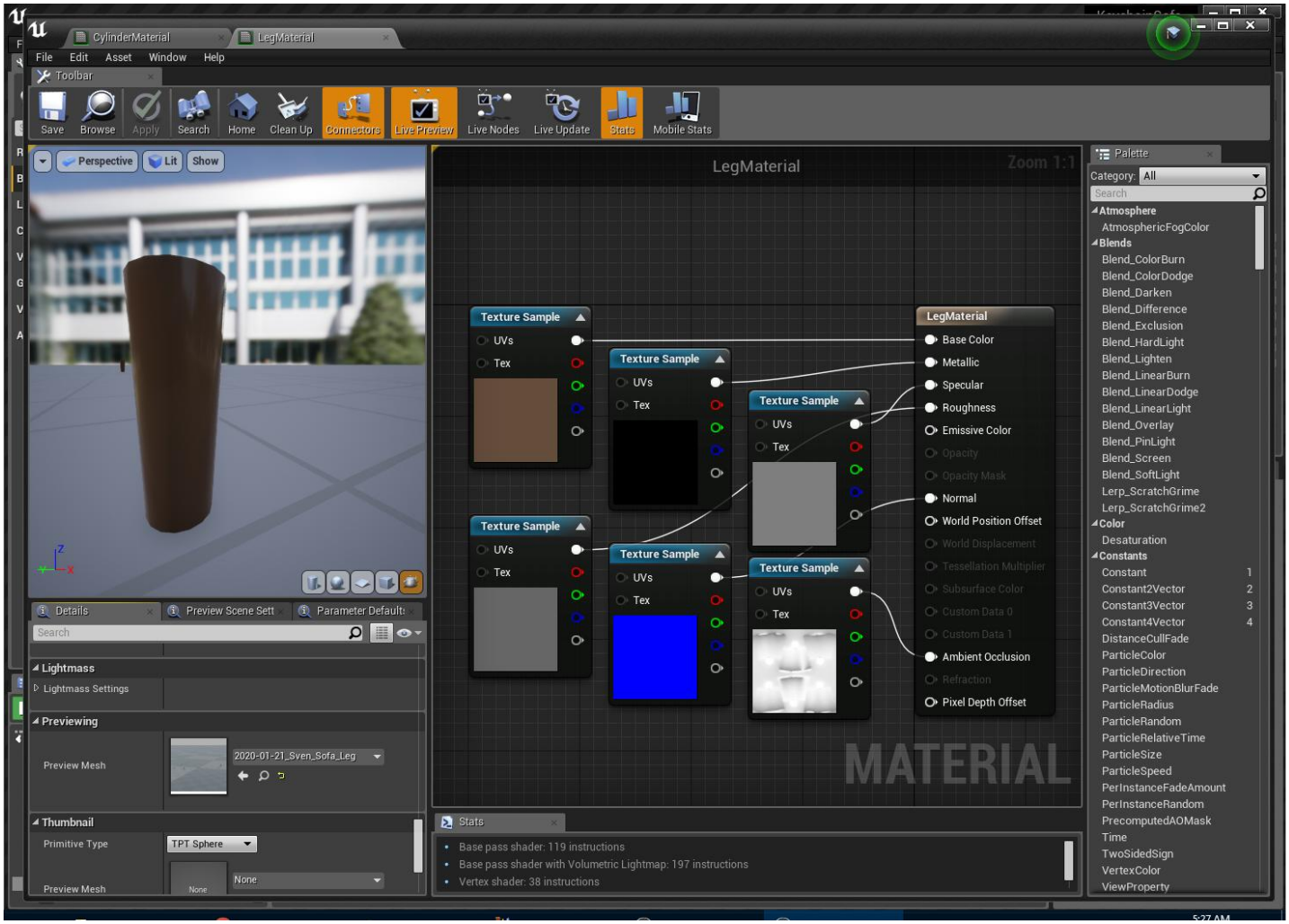

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current Source Control Content Marketplace Settings Megascans Blueprints Cinematics Build Play Launch
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective Lit Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
Level: Minimal_Default (Persistent)
World Outliner
Search...
Label
Minimal_Default (Editor)
GamePlayActors
Keychain
Lights
ReflectionCaptureActors
Sky and Fog
Sofa
2020-01-21_Sven_Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New Import Save All
Content StarterContent Sofa Material Box006
Search Folders
Props
Shapes
Sofa
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Filters
Search Box006
Box006Material
Material_Box006_Ambient_occlusion
Material_Box006_Base_Color
Material_Box006_Height
Material_Box006_Metallic
Material_Box006_Mixed_AO
Material_Box006_Normal
Material_Box006_Roughness
8 items (1 selected)
View Options

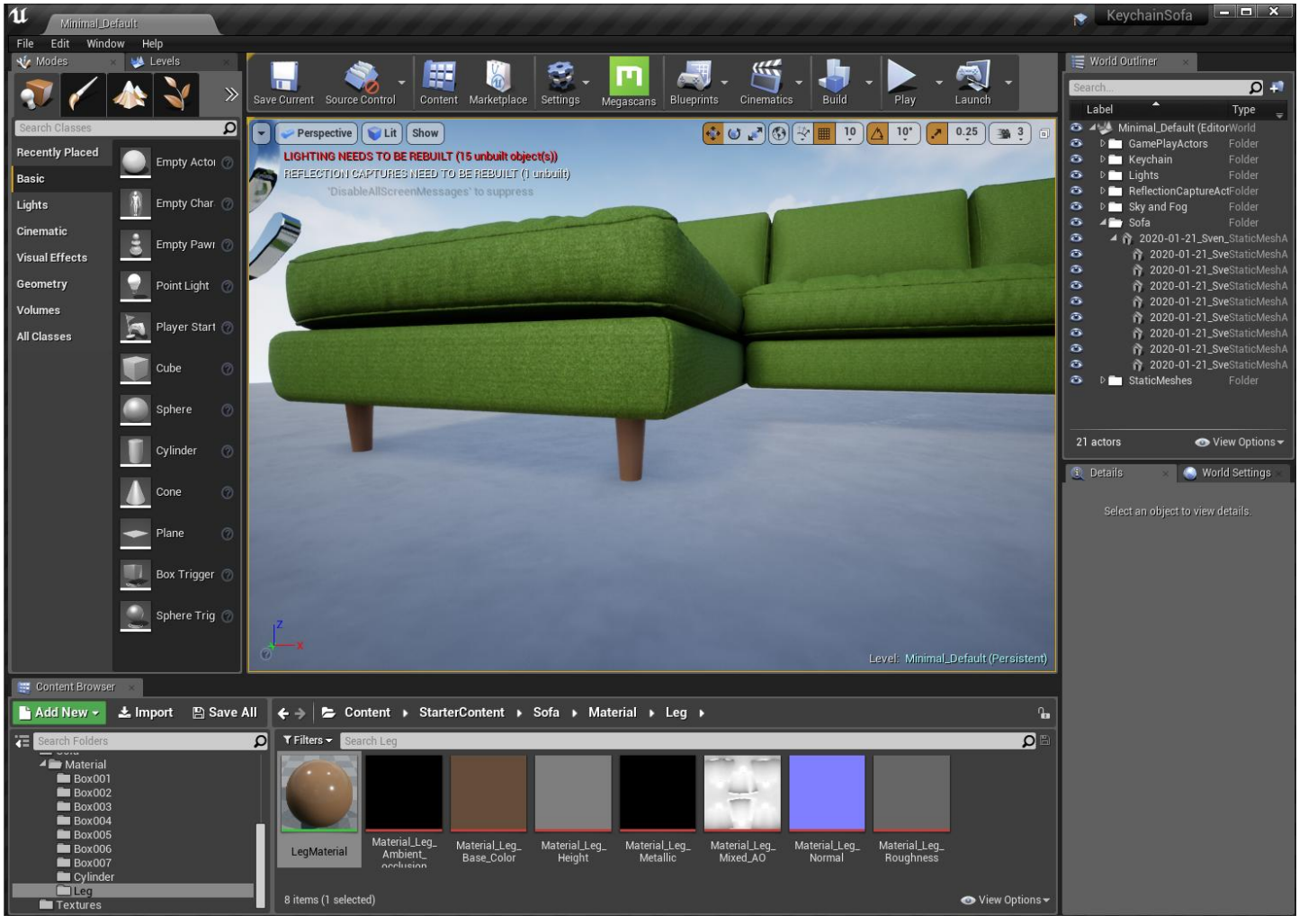

Minimal_Default
KeychainSofa
Box007Material
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
Box007Material
Zoom 1:1
Texture Sample
UVs
Tex
Box007Material
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
Details
Preview Scene Sett
Parameter Default
Lightmass Settings
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Box007
Thumbnail
Primitive Type
TPT Sphere
Preview Mesh
None
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
'DisableAllScreenMessages' to suppress
Level: Minimal_Default (Persistent)
World Outliner
Search...
Label
Minimal_Default (Editor)
GamePlayActors
Keychain
Lights
ReflectionCaptureActors
Sky and Fog
Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Box007
Search Folders
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Cylinder
Leg
Textures
Filters
Search Box007
Box007Material
Material_Box007_Ambient_occlusion
Material_Box007_Base_Color
Material_Box007_Height
Material_Box007_Metallic
Material_Box007_Mixed_AO
Material_Box007_Normal
Material_Box007_Roughness
8 items (1 selected)
View Options


CylinderMaterial
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
CylinderMaterial
Zoom 1:1
Texture Sample
UVs
Tex
CylinderMaterial
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
Details
Preview Scene Sett
Parameter Default
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Cylinder001
Thumbnail
Primitive Type
TPT Sphere
Preview Mesh
None
Orbit Pitch
-35.0
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions
Textures


3.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help
KeychainSofa
Marketplace Settings Megascans Blueprints Cinematics Build Play Launch
Geometry
Volumes
All Classes
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
World Outliner
Label
Type
Minimal_Default (Editor
GamePlayActors
Keychain
Lights
ReflectionCaptureAct
Sky and Fog
Sofa
StaticMeshes
21 actors
View Options
Details
World Settings
Select an object to view details.
Level: Minimal_Default (Persistent)
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Cylinder
Search Folders
Search Cylinder
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Cylinder
Leg
Textures
CylinderMaterial
8 items
View Options


CylinderMaterial
LegMaterial
File Edit Asset Window Help
Toolbar
Save Browse Apply Search Home Clean Up Connectors Live Preview Live Nodes Live Update Stats Mobile Stats
Perspective Lit Show
LegMaterial
Zoom 1:1
Texture Sample
UVs
Tex
LegMaterial
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
ViewProperty
Details
Preview Scene Sett
Parameter Defaults
Lightmass
Lightmass Settings
Previewing
Preview Mesh
2020-01-21_Sven_Sofa_Leg
Thumbnail
Primitive Type
TPT Sphere
Preview Mesh
None
Stats
Base pass shader: 119 instructions
Base pass shader with Volumetric Lightmap: 197 instructions
Vertex shader: 38 instructions


Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
'DisableAllScreenMessages' to suppress
Level: Minimal_Default (Persistent)
World Outliner
Search...
Label
Type
Minimal_Default (Editor
World
GamePlayActors
Folder
Keychain
Folder
Lights
Folder
ReflectionCaptureAct
Folder
Sky and Fog
Folder
Sofa
Folder
2020-01-21_Sven_
StaticMeshA
2020-01-21_Sve
StaticMeshA
StaticMeshes
Folder
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Sofa
Material
Leg
Search Folders
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Cylinder
Leg
Textures
Filters
Search Leg
LegMaterial
Material_Leg_Ambient_
Material_Leg_Base_Color
Material_Leg_Height
Material_Leg_Metallic
Material_Leg_Mixed_AO
Material_Leg_Normal
Material_Leg_Roughness
8 items (1 selected)
View Options

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
Level: Minimal_Default (Persistent)
World Outliner
Label
Type
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content ▸ StarterContent ▸ Sofa ▸ Material ▸
Search Folders
Shapes
Sofa
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Filters
Search Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Cylinder
Leg
9 items
View Options

Minimal_Default
KeychainSofa
File Edit Window Help
Modes
Levels
Save Current
Source Control
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Char
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trig
Perspective
Lit
Show
LIGHTING NEEDS TO BE REBUILT (15 unbuilt object(s))
REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)
High Resolution Screenshot
Screenshot Size Multiplier
2.0
Include Buffer Visualization Targets
Write HDR format visualization targets
Force 128-bit buffers for rendering pipeline
Use custom depth as mask
Due to the high system requirements of a high resolution screenshot, very large multipliers might cause the graphics driver to become unresponsive and possibly crash. In these circumstances, please try using a lower multiplier
Level: Minimal_Default (Persistent)
World Outliner
Label
Type
21 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content ▸ StarterContent ▸ Sofa ▸ Material ▸
Search Folders
Shapes
Sofa
Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Filters
Search Material
Box001
Box002
Box003
Box004
Box005
Box006
Box007
Cylinder
Leg
9 items
View Options